

# Wenjie Wu

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## Summary

Wenjie Wu is a passionate CG Artist specializing in Lighting and Look development. He is also skilled at Effects and Modeling. Wenjie has been working in both Commercial and Animation Industry in the past years, collaborating with prestigious clients like Marvel, Meta, Playstation, and so on. He enjoys the lifestyle of creating challenging artwork with cutting-edge technology.

## Skills

- **3D lighting and compositing:** Maya, Nuke, Redshift, Arnold, After Effects.
  - **3D modeling and look development:** Maya, Houdini, Substance Painter & Designer, Zbrush, Marvelous Designer, Photoshop.
  - **Effects Simulation:** Houdini
  - **Game Engine:** Unreal Engine
  - **Scripting Language:** Python, Mel
- <https://www.wenjie.art/>

## Websites, Portfolios, Profiles

## Experience

### **Junior CG Artist** - Framestore (Los Angeles, CA )

November 2021 - Current

- Working with general CG pipeline, focusing on producing sophisticated visual effects and/or look development.
- Working on lighting, shading, rendering, dynamics and particle based effects.

### **UE4 Artist** - BRON Studios (Los Angeles, CA )

October 2020 - November 2021

Working with the lighting team to develop lighting blueprint tools and do light rigs and shot lighting in Unreal Engine for two animated series.

### **Freelacne CG Generalist** - Hornet (New York, NY )

February 2021 - May 2021

Look development, Lighting and compositing for Kroger commercial. Help to clean and allocate assets. Help to build up the studio's assets library.

### **Lighting Mentee** - Blue Sky Studios (Greenwich, CT )

June 2020 - August 2020

Work on individual lighting projects under the professional guidance of

Blue Sky lighting mentors. Presenting work in the team meeting.

**CG Artist Intern** - Walt Disney Animation Studios (Burbank, CA )

June 2019 - August 2019

Work with other 3D Art interns on a animated short film project under the guidance of Disney Animation mentors.

## Education and Training

**Master of Fine Arts** in Computer Arts

May 2020

School of Visual Arts, New York, NY

**Bachelor of Arts** in Digital Media Design

June 2018

Ming Chuan University, Taiwan

## Activities and Honors

- Finalists, Student Academic Awards 2021, Animation (Domestic Film Schools)
- Best Visual Effects, European Cinematography Awards, Aug 2020.
- Honorable Mention, Women in Animation Showcase Class of 2020.
- Grand Jury Price, San Diego International Kids Film Festival 2018.