

Wenjie Wu

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Websites

- <https://www.wenjie.art/>

Summary

Energetic CG Artist with proven success at Framestore, BRON, and Disney. Skilled in procedural asset creation, dynamic simulations, and innovative tool development using VEX, Python, and UE Blueprints. Brings a solid background in modeling, look development, and lighting, with extensive expertise in Houdini and Unreal Engine. Known for thriving in collaborative environments and leveraging strong problem-solving skills to drive project success.

Experience

CG Artist - Framestore (Los Angeles, CA)

November 2021 - Current

- Working with both small and large teams on the VFX for commercial projects. Including Asset work (Modeling and Look development), Houdini procedure setup (Crowd setup, procedure modeling, animation, dynamic simulations), And Shot Lighting. Tool development with Python and Vex.

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.

Freelance 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.

Skills

- **DCC software:** Houdini, Maya
- **Lighting and Comp:** Arnold,

- **Game Engine:** Unreal Engine
- **Tools:** Substance Painter, Substance Designer, ZBrush, Marvelous Designer, SpeedTree
- Redshift, and Nuke
- **Scripting languages:** Vex, Python, and MEL

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

Independent Projects

RenaiDance - Animated short film

- *Finalists*, Student Academic Awards 2021
- *Best Visual Effects*, European Cinematography Awards, Aug 2020
- *Honorable Mention*, Women in Animation Showcase Class of 2020