Lee-Shan Wang

3D Animation Texture Artist

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My Demo Reel: https://www.artstation.com/sandywang_03

I am a Texture Artist with 3 years of experience, including 1 year of remote work. I am proficient in Maya, ZBrush, Substance Painter, Photoshop, and Mari, and can adjust my drawing style to meet client requirements. I am a detail-oriented team player with strong organizational skills, capable of handling multiple projects simultaneously with high accuracy. I am ready to help the team achieve company goals!





2019-11 ~ 2022-12

3D Texture Artist

CGCG Inc., Kaohsiung city

- Created sequences under tight deadlines and seamlessly integrated them with other components.
- Developed lifelike characters with appropriate textures, shadows, and features.
- Combined technical and artistic abilities to accomplish challenging animation objectives.
- Communicated effectively with the team, capable of both collaborating on assets and working independently.



Project



Star Wars: The Bad Batch 2019 ~ 2023



Star Wars: Tales of the Jedi 2020 ~ 2021



Jurassic World: Camp Cretaceous



Your Friendly Neighborhood Spider-Man 2023



Education

Art Class Program

Junior High School and High School

- Participated in national art skill examinations.
- Developed a solid foundation in art and exceptional aesthetic sense.

2015-09 ~ 2019-06

Bachelor of Arts: Visual Art

National Pingtung University - Pingtung City, Taiwan Member of The Art Design Group of the Department of Visual Arts.

2023-01 ~ 2023-06

Intensive English course certificate

Oregon State University - Oregon City, United States Continuing education in Academic English.