Jianhan Wang

3D artist

PORTFOLIO

https://jianhan0.github.io/portfolio.en

CONTACT

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📞 +1(801) 759 0684

(Uses Wi-Fi Calling for texts abroad; voice calls limited)

SOFTWARE

- Zbrush
- Photoshop
- Maya
- Procreate
- Blender
- Houdini
- Substance Painter
- Keyshot
- Unreal Engine 5
- Shapr3D

SKILLS

- Experienced in handling the full 3D character pipeline, including concept development, modeling, texturing, and basic animation.

- Capable of independently modeling and splitting parts in ZBrush, with experience optimizing structure and detail for 3D printing.

- Strong procedural thinking and technical adaptability; experienced in creating basic interactive features with UE5 Blueprints, familiar with Houdini procedural modeling workflows, and capable of independently developing a portfolio website.

Education

The University of Utah

Bachelor of Science in Games

Expected Graduation May 2025

Projects

Clay Beats (Rhythm Casual Game)

Team Project • 28 Members / Sept. 2024 – Present

Concept Artist & Character Modeler

- Designed character concepts and helped define the overall visual tone and style of the game.
- Created 3D character models based on concept art, including topology optimization and texture painting.
- Implemented 2D facial animations to enhance character expression and performance.

BJD Project

Individual Project / Apr. 2025 – Present

- Independently designed BJD doll bodies, balancing articulation with stylized proportions.
- Completed 3D modeling, part separation, and articulation testing.
- Optimized models for 3D printing feasibility and structural integrity.

Stardust Blitz (Side-Scrolling Shooter Game)

Team Project • 6 Members / Jan. 2024 – May 2024

3D Artist

- Led pixel-style 3D modeling workflow exploration and shared techniques with teammates.
- Modeled and textured all 3D assets following consistent style guidelines.
- Implemented UI layouts and animation effects in Unreal Engine 5 to enhance user interaction.

The Ones Left Behind (Narrative Exploration Game)

Team Project • 6 Members / Sept. 2023 – Dec. 2023

3D Artist & UE5 Blueprint Developer

- Designed and implemented object highlighting logic triggered by player line of sight using UE5 Blueprints
- Created scene transition logic with blueprint scripting
- Modeled multiple characters and created first-person character animations.

Languages

Mandarin Chinese - Native

English - Proficient