

ANGELA WANG

ARTOFAWANG@GMAIL.COM

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CHARACTER EFFECTS

REEL & REFS & PHONE# SKILLS

Available upon request

Software

Primary - Maya, Houdini

Art - Clip Studio Paint, Paint Tool SAI, Photoshop

Programming Languages

Primary - Python, Linux Command, C++

Secondary - VEX, Java, HTML, OpenGL, MEL

EDUCATION

Masters of Science in Visualization

Texas A&M University 2015-2018

Bachelors of Science in Visualization

Texas A&M University 2012-2015

WORK EXPERIENCE

DreamWorks Studios.....Jan 2018 - Present

Character Effects Artist (Mar 2018 - Present)

2019 "How to Train Your Dragon: The Hidden World", "Abominable"

2020 "Trolls World Tour", "The Croods: A New Age"

- Cloth/hair/fur/foilage simulation and finaling + in-shot setup work for props for All Projects

- Cloth setup work in "The Croods: A New Age" for Guy and Eep's Backpacks + No-Coat Child Guy

Character Effects Trainee (Jan 2018 - Mar 2018)

Trained for 10 weeks on character effects simulation and finaling

Walt Disney Animation Studios.....Jun 2017 - Aug 2017

Character TD Intern

"Ventana" Animated Short; responsible for rigging + character effects simulation (+ some lighting)

Setup a full body + face rig using the Disney pipeline + character effects shot work

Texas A&M University.....Aug 2015 - Dec 2017

Illustrator

Research Communications (Aug 2017 - Dec 2017)

Student Technician

Drawing for Visualization with Nathan Madrid (August 2017 - Dec 2017)

Instructor of Record

Computer Animation with Tim McLaughlin (Jan 2017 - May 2017)

Drawing for Visualization with Dmitri Koustov (Aug 2016 - Dec 2016)

Graduate Teaching Assistant

Art History Survey II with Livia Stoenescu (Aug 2015 - May 2016)

ACADEMIC WORK

Independent Studies with Industry Professionals.....Jan 2017 - Dec 2017

Received instruction, lectures, and critique from industry professionals.

Procedural FX Lectures with Disney FX Artist DJ Byun (Fall 2017)

Simulation and Particle FX with DreamWorks FX Artists Louis Flores and Brian Walters (Spring 2017)

Look Development in Xgen with Disney Look Development Artist Michelle Robinson (Spring 2017)

DreamWorks Summer Industry Course.....May 2016 - Aug 2016

FX and CFX-Rigging Lead

"Trash Whale"

Course was led by DreamWorks supervisors

Worked with a team of four for ten weeks to create a professional quality short animated film

HONORS & SCHOLARSHIPS

2017 - Pixar Aggie Scholarship

2016 - Reel FX Aggie Scholarship

2014 - A&M Department of Visualization Best Portfolio of 2014