**Wesley Wu**

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wewwuworks.com

[Portfolio Link](https://www.artstation.com/wewwuworks)

**Education**

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| Bachelors of Arts, Games and Playable MediaUniversity of California, Santa Cruz | June 2019 |

**Experience and Projects**

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| **Squish** (*@PlaySquish*)**,*****E3 Students Games Competition Finalist 2019******UCSC Games Showcase’s Best Art Honorable Mention 2019****Lead Character Artist** Concepted, modeled, retopologized, rigged, animated, and put the main character in-engine.
* Participated in team scrum meetings and helped plan out schedules
* Used Zbrush, Maya, Substance Painter, and Blender in the process of creating the main character

**Kleptonaut** (*@KleptonautGame*),***Featured in PC Gamer magazine’s “Best Free Games of the Week”******UCSC Sammy Showcase 2018 Grand Prize Winner*** | Nov. 2018 - PresentFeb. 2018 - Jun. 2018 |

*3D Modeler, Rigger, and Animator*

* 3D modeled various props and player items with Blender
* Rigged and animated main character model
* Collaborated with the game lead and producer to finalize the game’s art direction

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| **ID Tech**, *Instructor* | Jun. 2018 - July 2019 |

* Worked with children aged 6-17 to create 1-week game prototypes
* Instructed children on how to script in LUA and create 3D rigged models

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| **Thread**, UCSC Game Design and Art Collaboration, Santa Cruz, CA | Nov. 2017 - Nov. 2018 |

*3D Prop Artist, Lead Writer, Producer*

* Made modular houses in Blender
* Worked with veterans to capture and convey their struggles with PTSD in written form
* Managed communication platforms for the development team and troubleshooting team issues

**Technical Skills**

Maya

ZBrush

Substance Painter

Marmoset Toolbag 3

Blender

Unity

C#

Google SketchUp

Adobe Photoshop

Adobe Illustrator

Unreal Engine 4

Microsoft Office Suite