Michael Wang

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OBJECTIVE:

Seeking an opportunity to benefit the studio and assist in creative design aspects, helping to produce high quality concept work that will appeal to target markets; developing personal creative problem solving and gaining industry experience.

SKILLS:

Technical Skills:

- Proficient in Adobe CS6, specializing in Photoshop
- Basic knowledge of modeling and animation in Maya
- Basic knowledge of animation in ToonBoom and Flash

Artistic Skills:

- Clear understanding in human anatomy, lighting, composition, perspective, and color theory.
- Strong sense of conceptual design in character, prop, and environment, for gaming and feature film industry.
- Be able to produce quality work with both traditional and digital mediums.
- Excellent draftsman and painter.

EDUCATION:

Bachelor of Animation

Sheridan College, Oakville ON

September 2011- Present; expected completion in April 2015

EXPERIENCE:

Freelance Concept Artist/Illustrator:

Unique illustration and design work in different styles for variety of audiences.

Exhibited and sold personal artwork and prints at the following conventions:

- Anime North May 24- 26, 2013, Toronto
- Anime Expo July 4- 7, 2013, Los Angeles
- Fan Expo August 22- 25, 2013, Toronto

<u>Layout/Painting supervisor for 3rd year group film production:</u>

Sheridan College, Animation, September 2013- present

ACHIEVEMENTS:

Winner of first UbiGallery contest hosted by Ubisoft Toronto in January 2014:

http://thesheridansun.ca/blog/2014/01/29/animation-student-captures-hearts-of-contest-

judges/

Featured in Juxtapoz Online Magezine November 2013: http://www.juxtapoz.com/erotica/michael-wangs-fantasy

REFERENCES:

Available Upon Request