Dianjie Wang

dianjiewang.w@gmail.com • (949) 880-7750 • LinkedIn • Irvine, CA • Website • Portfolio • IMDB

3D GENERALIST

Versatile 3D Generalist with a solid foundation in hard surface modeling and prop creation, excelling in texturing and lighting using Maya. Skilled at navigating diverse pipelines and software ecosystems, ensuring smooth workflow integration. Proficient in animation, rigging, and FX, with a comprehensive grasp of the entire production journey. I have contributed to over 20 projects, including films and TV series, positively assessed for exceptional problem-solving abilities and delivering top-notch work, even under pressure. Eager to apply extensive 3D modeling expertise to the gaming industry. Fluent in both English and Mandarin, with a multicultural background that enhances communication and collaboration, driving effective teamwork and project success.

TECHNICAL PROFICIENCIES

Software: Maya | Zbrush | Nuke | Houdini | Adobe Creative Cloud (Photoshop, After Effects, Premiere Pro) | Substance Painter | Substance Designer | Vray | Renderman

Skills: Hard Surface Modelling | Texturing | Lightening | Compositing | 3D Modelling | Rendering | Video Editing | Image Editing

EDUCATION

3D Generalist
Bachelor of Fine Arts
Gnomon, Hollywood, CA, 2021

PROFESSIONAL EXPERIENCE

Ingenuity Studios, Hollywood, CA   **2022 – 2023**
3D Generalist

Created models from real-world photographs by modeling, UV unwrapping, creating textures, applying shaders, and saving final models to the asset library. Utilized the USD workflow in Houdini for constructing scene environments, including lighting, importing cameras, adjusting rendering parameters, and producing final render output. Contributed to crowd effects creation by generating and adjusting scattered points, creating and importing animations and props.

Select Accomplishments:

- **Are You There God? It's Me, Margaret**: Elevated set extensions by fine-tuning set design, refining shot lighting, and enhancing rendering.
- **The Orville S3.E9:** Created shot lighting, rendering, and laser generation scenes.
- **Black Mirror S6.E3:** Crafted detailed hatch door models and textures.
- **Dave S3.E6:** Created and textured bus models, encompassing original and destroyed versions, including interior details.
- **Shooting Stars:** Created vibrant crowd scenes, shot lighting, detailed stadium modeling, and point generation.
- **Mrs. Davis S1.E1:** Contributed to diverse elements including crowd scenes, shot lighting, and breakdown animation (featured in Ingenuity Studios Crowds Reel).
- **Fear the Walking Dead S8:** Mastered asset modeling and texturing for wooden staff in various states (dry, wet, and bloody). Executed various lightning and rendering tasks, focusing on creating visually engaging effects.
- **One Piece:** Enhanced wooden stage assets through professional retouching.
- **The Good Fight S6:** Sculpted shot lighting, balcony modeling, and texturing, including creating statue textures.
- **Vacation Friends 2:** Implemented building scattering techniques to heighten realism.
- **The Night Agent S1E1:** Refined water reflections to perfection.
- **Welcome to Chippendales S1:** Contributed to the overall project by meticulously modeling and texturing building exteriors while perfecting shot lighting and rendering.