Jason Wu
2D Character and Environment Artist

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Art Portfolio: http://bit.ly/JwuPortfolio
Artstation: http://bit.ly/JwuConceptArt

Objective

To create fast iterations of 2D Creature/Character and Environment art for games, either to be used within the game itself, or as Concepts to help guide the 3D modelers with making the actual models.

Education

Michigan State University (Fall 2015-Spring 2019, Anticipated Graduation)

College of Communication and Arts
- BA in Media and Information, with a focus in Animation and Game Design
- Minor in Animation and Comics Storytelling
- Minor in Game Design and Development

Work Experience

Michigan State University (Undergrad Teaching Assistant)　　　　**August 2018-December 2018**
- Worked under Professor Ricardo Guimaraes teaching a class about the Introduction to Concept Design
- Helped students learn and improve their skills in creating Thumbnails, Keyframes, Photobashing, and Minimum Viable Concepts
- Answered questions and assisted students on the applications of various Concept Art software, including Photoshop, Maya, and Blender

Empathetic Game Design Initiative (Reality Stings Game Designer)　　　　**January 2019-Current**
- Reality Stings is a card game about microaggressions within society and how they affect others
- Currently developing and prototyping Reality Stings as part of the Empathetic Game Design Initiative

ExNinja (Finals Fright 3D Modeler and Animator)　　　　**October 2018-December 2018**
- Finals Fright is an Augmented Reality game about capturing ghosts via a vacuum on your mobile device
- Modeled and Animated 3D Ghost assets using Maya

MSU Media Camps (Media Camp Counselor)　　　　**June 2018-July 2018**
- Worked as an overnight counselor for over 63 campers over the course of two weeks
- Assisted and encouraged campers to create games, both digital and physical

Other

MSU Spartasoft Club (Member)　　　　**Fall 2015-Spring 2019**
- Worked with small teams and created games for MSU-hosted game jams, as well as for the Global Game Jam
  Active participating member of a 100+ member club committed to educating students on the 3 major disciplines on Game Dev, (Design, Art, Programming) and creating games within the club itself

MSU Sparta Concept Art Club (Vice President, Acting President)　　　　**Fall 2018-Spring 2019**
- Moderated club meetings and in-club presentations and demonstrations
- Critiqued and received critiques on concept art by fellow club members

Skills

- Knowledgeable about the 2D Art pipeline
- Proficient in 2D Character Concept Art, Sprite-sheets, Animating, Environments
- Fluent in Mandarin Chinese
- Adept in Human Anatomy
- Experienced in 3D Modeling, Texturing, Animating, MOCAP
- Working Knowledge of C#, Java, HTML

Software

- Photoshop (2 Years)
- Firealpaca (4 Years)
- Toon Boom Harmony (1 Year)
- Autodesk Maya (6 Years)
- Unreal Engine (1 Year)
- Unity (2 Years)