

Zora Wang

Concept Art – Layout – Illustration

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A passionate Vancouver-based artist focusing in layout and environment design. Possesses strong design, perspective and cinematography skills as well as effective communication and leadership skills. With 4 years of professional experience working collaboratively with clients such as Disney, DreamWorks, Netflix, Adult Swim and Apple TV+.

WORK EXPERIENCE

JANUARY 2023 – PRESENT

3D MATTE PAINTER/DESIGN, WHAT IF, SAUSAGE PARTY,

STELLAR CREATIVE LAB

Designing and creating cohesive matte painted environment in complicated perspectives and shot based effects from existing colour keys for 3D shows. Setting up projections in 3D environment through the help of Maya, Blender and Nuke. Multitasking, collaborating and problem solving incoming task within a small 4 people team.

SEPTEMBER 2022 – DECEMBER 2022

DESIGNER AND BG ARTIST, NATURE CAT, FRIGHT KREWE,

YOWZA ANIMATION

Designing new angles for prop and characters in Toonboom using existed style references. Creating high quality painted backgrounds based on existing designs and colour keys.

JANUARY 2022 – AUGUST 2022

SENIOR/LEAD BG ARTIST, RICK AND MORTY, CAROL AND THE END OF THE WORLD

BARDEL ENTERTAINMENT

Helping the supervisor reviewing colour tasks and creating BG breakdowns base on leadsheet. Creating high-quality, fully-painted design keys and background drawings based on storyboard and provided design keys. Review and revise work from oversea studio. Collaborated with members of the team to maintain continuity.

NOVEMBER 2021 – JANUARY 2022

BG ARTIST, YOUNG LOVE,

ATOMIC CARTOONS

Creating high quality painted backgrounds based on existing designs and colour keys.

JUNE 2021 – JANUARY 2022

BG LAYOUT AND COLOUR ARTIST, THE PROUD FAMILY,

WILDBRAIN STUDIOS

Creating high-quality, fully-painted background drawings based on storyboard and provided design keys. Collaborated with members of the team to maintain continuity.

MARCH 2021 – JULY 2021

VISUAL DEVELOPMENT ARTIST, UNANNOUNCED PROJECT,

FREELANCE

Designing locations and first look of the project based on the style guideline provided by client. Working together with a small team to create cohesive, functional and aesthetically appealing designs.

APRIL 2021 – JUNE 2021

BG LAYOUT AND COLOUR ARTIST, LAKE ERIE,

WILDBRAIN STUDIOS

Working with both 2D and 3D software, creating high-quality, fully-painted background drawings based on storyboard, existing color keys and designed locations. Designing new locations as needed. Collaborated with all departments within a small production team to achieve the desired visual.

AUGUST 2019 – APRIL 2021

BG LAYOUT AND COLOUR ARTIST, THE SNOOPY SHOW,

WILDBRAIN STUDIOS

Creating high-quality, fully-painted background drawings based on storyboard and provided design keys. Collaborated with members of the team to maintain continuity.

MAY 2018 – AUGUST 2018

JUNIOR CONCEPT DESIGNER,

FORREC LTD.

Collaborating with multiple departments on several different projects, creating cohesive, functional and aesthetically appealing environment designs.

JUNE 2017 – JULY 2017

PRODUCT DESIGNER,

BEIJING GAMEBAR ENTERTAINMENT TECHNOLOGY CO., LT

Finding usable elements and creating merchandise designs for existing game under the guidance of senior designers.

CONTACT

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SOFTWARES

Autodesk Maya
Autodesk Mudbox
Adobe Photoshop
Adobe Premier Pro
Adobe After Effects
Adobe InDesign
Adobe Animation
Nuke
Blender
Toon Boom Harmony
Toon Boom Storyboard Pro

EDUCATION

Bachelor of Animation Sheridan College, Canada
Class of 2015 – 2019

Armand Serrano Fall 2021 Mentorship Class
Sept. 2021 – Nov. 2021

YMA&WIA
Art Director Masterclass Feb. 2021 – Mar. 2021

Art Fundamentals Sheridan College, Canada
Class of 2014 – 2015

SHORTFILM EXPERIENCE

“LAKE ERIE” (2022)
AWARD WINNING SHORT FILM

“INSTANT NOODLE” (2019)
PERSONAL THESIS FILM

“MR. SLOTT” (2018)
THIRD YEAR GROUP FILM