

Zora Wang

Concept Art – Design – Background

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A passionate Vancouver-based artist focusing on layout and environment design. Possesses strong design, perspective and cinematography skills as well as effective communication and leadership skills. With 6 years of professional experience working collaboratively with clients such as Disney, DreamWorks, 20th Century Fox Studios, Netflix, Adult Swim and Apple TV+.

WORK EXPERIENCE

MAY 2025 – DECEMBER 2025

CG DESIGNER, STAR TREK: SCOUTS, BARBIE

KICKSTART ENTERTAINMENT,

Working closely with the director to create cohesive environments concept and surface painting based on client's desire for the show.

- Creating matte paint using photoshop and Blender.

APRIL 2025 – AUGUST 2025

CONCEPT DESIGNER, SHANGHAI FOLLIES

AMF PRODUCTION

Working closely with the director to create the first look for the upcoming indie film Shanghai Follies.

SEPTEMBER 2024 – MARCH 2025

CG DESIGNER, UNANNOUNCED PROJECT,

BARDEL ENTERTAINMENT

Working closely with the Art Director, designing fully painted environment and prop concept based on storyboard, creating model-sheet and proxy for the modeling department.

APRIL 2024 – SEPTEMBER 2024

DMP/DESIGN, PREDATOR: KILLER OF KILLERS,

BARDEL ENTERTAINMENT

Working closely with the Art Director, designing cohesive matte painted environments, textures from existing colour keys. Collaborating and problem-solving incoming task within a small 4 people team.

DECEMBER 2023 – APRIL 2024

COLOUR AND LIGHT ARTIST, WHAT IF

STELLAR CREATIVE LAB

Design and paint backgrounds referencing to colour keys and BG Keys.

JANUARY 2023 – DECEMBER 2023

DMP/DESIGN, SAUSAGE PARTY,

STELLAR CREATIVE LAB

Working closely with the Art Director and lighting department designing and creating cohesive matte painted environments in complicated perspectives and shot based effects from existing colour keys. Creating Proxy elements in Blender and Maya and setting up projections in 3D environment in Nuke. Multitasking, collaborating and problem-solving incoming task within a small 4 people team.

SEPTEMBER 2022 – DECEMBER 2022

COLOUR ARTIST, FRIGHT KREWE,

YOWZA ANIMATION

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

SEPTEMBER 2022 – DECEMBER 2022

DESIGN & BG ARTIST, NATURE CAT,

YOWZA ANIMATION

Designing new angles for prop and characters in Toon boom Harmony using existed style references. Creating BG.

JANUARY 2022 – AUGUST 2022

LEAD/SENIOR 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 lead sheet. Creating high-quality, fully painted design keys and background drawings based on storyboard and provided design keys. Review and revise work from oversea studio.

NOVEMBER 2021 – JANUARY 2022

COLOUR ARTIST, YOUNG LOVE,

ATOMIC CARTOONS

JUNE 2021 – JANUARY 2022

BG LAYOUT AND COLOUR ARTIST, THE PROUD

FAMILY,

WILDBRAIN STUDIOS

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.

AUGUST 2019 – APRIL 2021

BG LAYOUT AND COLOUR ARTIST, THE SNOOPY

SHOW,

WILDBRAIN STUDIOS

CONTACT

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SOFTWARES

Adobe Photoshop
Adobe Premier Pro
Adobe After Effects
Adobe Animation
Autodesk Maya
Blender
Nuke
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. SLOTTER” (2018)
THIRD YEAR GROUP FILM