

STEPHANIE WANG

3D GENERALIST AND COMPOSITOR

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PORTFOLIO

 zombiemeatball.com

SKILLS



EDUCATION

Griffith University Film School

March 2022 – June 2026

Bachelor of Animation

Major in Technical Direction

REFERENCES

Dr Peter Moyes

Griffith Animation

Program Director

p.moyes@griffith.edu.au

Henry Sun,

Griffith Games Design Lecturer

H.sun1@griffith.edu.au

PH +61 421 152 876

Dr. Louise Harvey

l.harvey@griffith.edu.au

ABOUT ME

3D Generalist –

3D modeller, UV Texture Artist, Lighting Artist, Animator, LookDev Artist

Solution-oriented, adaptable and eager to learn new software

EXPERIENCE

Art & Technical Director, 3D Character & Environment Modeller, Rig Artist, Texture Artist & Compositor

The Wizard Joust (2025)

Mar 2025 – Oct 2025

Directed 2D concept & 3D team, providing guidance and constructive feedback. Developed concept art style guide and implemented cultural aesthetics. Developed 3D low-poly style guide. 3D modelled and rigged character in Maya with custom controllers and blend shapes. Created textures for 3D characters and environments that aligned with style guide. Composited, rotoscoped and colour-graded the film.

Storyboarder, Sound Designer, Lighting & Virtual Set Artist

The Mimica (2025)

Dec 2024 – Jan 2025

Storyboarded the short film. Assembled virtual set & camera compositions using Unreal Engine 5.4. Collaborated with team partner to integrate online workflow. Managed setup, calibration, recording and acting using Vicon Motion Capture. Designed sound for whole film.

Director, Scriptwriter, VisDev, Game Sprite & Splash Artist

Eve's Alptraum (2023)

July 2023 – Oct 2024

Developed story and directed a team to develop a horror visual novel game. Designed & illustrated characters, sprites, backgrounds, and splash art.

ACHIEVEMENTS



Wacom Movink Award 2025 –
Best Art & Sculpture Award