



STEPHANIE WANG

3D GENERALIST AND 2D ARTIST

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PORTFOLIO

<https://zombiemeatball.wixsite.com/portfolio>

EDUCATION

Griffith University Film School

March 2022 - Ongoing

Bachelor of Animation

Major in Technical Direction

SKILLS



REFERENCES

Dr Peter Moyes

Griffith Animation

Program Director

p.moyes@griffith.edu.au

Dr Louise Harvey,

Griffith Lecturer

l.harvey@griffith.edu.au

PH on request

ABOUT ME

3D Generalist -

3D modeller, Rig Artist, UV Texture Artist, Lighting Artist,

3D Animator, Visual Development Artist

Works across various styles in both 2D and 3D.

Personable and Adaptable

EXPERIENCE

Art & Technical Director, 3D modeller & Rig Artist

The Wizard Joust (2025)

Mar 2025 - Present

Directed 2D concept, 3D & VFX team, providing guidance and constructive feedback. Developed concept art style guide and implemented cultural aesthetics. Developed 3D style guide for low-poly style. 3D modelled and rigged character with custom controllers and blend shapes for accessories.

Storyboarder, Sound Designer, Composer, Lighting & Virtual Set Artist

The Mimica (2025)

Dec 2024 - Jan 2025

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

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

ACHIEVEMENTS

