

Hanke Wang

3D animator

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Education

Bachelor of Fine Arts - Animation

September 2018 - May 2023

Savannah College of Art and Design, Savannah, GA

Work Experience

SCAD Animation Studios

May 2022 - Present

Savannah, Georgia

3D Animator

- Taking part in the creation of the animation for all the 3D characters in this project, including key scenes like the ending shot.
- Savannah College of Art and Design X Dungeons & Dragons.

ANADVERT

November 2019 - December 2019

Shanghai, China

Motion Media Designer

- Creating independent 2D/3D character animations, header and logo animations, and word visual effects.
- In partnership with graphic designers and visual effects artists, created advertising motion graphics and animations
- During that time, clients from my participating projects included Pizza Hut, Budweiser, P&G Ariel, etc.

Software

Autodesk Maya

Adobe After Effects

Adobe Photoshop

Adobe Premiere

ZBrush

Adobe Illustrator

Substance Painter

Marmoset Toolbag 4

Unreal Engine 5

Vicon Shogun live/post

Film Works or Collaborative Projects

"The Last Dungeon"

May 2022 - Present

Position: 3D Animator

In this team, I work on 3D character animation using MAYA and Unreal Engine 5. Working with Dungeons & Dragons is a terrific honor, as is being a part of SCAD Animation Studios. progressing animation, coming soon..

"The Dead Sea" : SENIOR FILM

September 2022 - Present

Position: Animator, 3D modeler, Rigger, Texture, Simulation

My main role in the team is to create animations. Initially, I helped the technical team by working on modeling, rigging, and materials. Later, I focused on creating animations, and towards the end, I helped the special effects team with specific simulation and visual effects using Unreal.s

"About Love" : 3D Production Pipeline

September-November 2021

Position: Director (My First Director Work)

Main Obligation: Scriptwriting, storyboard, 3D character animation, sound design, Editing. Be familiar with every process of animation work, design story boards and shots, coordinate the work of team members, and help everyone give full play to the maximum cooperation efficiency.

Skills

3D Animation

Motion capture

Communication

3D Modeling

Rigging

Lighting

Editing

Illustration

Storyboarding

Sounds Design

Awards

Best Animated Film: Beijing Film Award Festival

"About Love" 2021

Official Selection : Beaufort International Film Festival

"About Love" 2022

Best animation film: Anmtn!

"About Love" 2022

Student Film Third Place: Odyssey Fest

"About Love" 2022

Best Animation: Tsiolkovsky International Space Film Festival

"Hungry" 2022