

## EDUCATION

BACHELOR OF SCIENCE,  
ENTERTAINMENT DESIGN (CONCEPT)

FALL 2018 - FALL 2022

ArtCenter College of Design, Pasadena, CA

## EXPERIENCE

ABADDON: GAME  
CAPSTONE PROJECT

SPRING 2022

ArtCenter College of Design, Pasadena, CA

- Part of the environment modeling team, responsible for 3D modeling and texture painting environment and props.

CONCEPT 3:  
A FIRE UPON THE DEEP

FALL 2020

ArtCenter College of Design, Pasadena, CA

- Adapted established stories into a unique creative vision with my personal art style.
- Developed character designs starting from silhouettes, to linework, and final renders in Photoshop.
- Created prop designs and environment designs using a mix of 2D sketches and 3D modeling in Blender.

CONCEPT 2:  
THE HANGING STRANGER

SUMMER 2019

ArtCenter College of Design, Pasadena, CA

- Collaborated with a group of 5 to visualize a horror story.
- Illustrated Environment designs using Photoshop and Blender, conforming to the 1950s aesthetic.
- Developed and animated key moments of the story that were assembled into a short animatic in Adobe After Effects.

## SKILLS

### LANGUAGE:

- Chinese Mandarin, English

### DESIGN:

- Vehicle, prop, environment design, concept modeling  
clay sculpting, pen-and-pencil ideation sketching

### SOFTWARE:

- 2D



- 3D



# HANZHONG WANG

CONCEPT  
DESIGNER



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