



# HAZEL WONG

## 3D ARTIST

yinlamhw@gmail.com  
www.hazelw.com

## ABOUT ME

A 3D artist who is proficient in modelling and texturing, recently graduated with BFA in SCAD. My experience in traveling the world and mixed culture background allow me to bring a dynamic artistic vision to my work.

## SOFTWARE

Autodesk Maya  
Zbrush  
Substance Painter  
Marmoset Toolbag 4  
Procreate  
Redshift  
Adobe Photoshop  
ShotGrid  
Experience with ...  
Houdini  
Blender  
Unreal Engine  
Marvelous Designer  
Adobe Premiere  
Adobe After Effect

## MY SKILLS

3D Modeling  
Texturing & UV layout  
Concept Design  
Lighting  
Retopology  
Grooming  
Cloth Simulation

## LANGUAGES

English  
Cantonese  
Mandarin

## REFERENCE

Available upon request.

## EXPERIENCE

**SCAD Animation Studio, Savannah GA** JAN 2023 – APR 2023  
**"The Last Dungeon"**

### Modeler & Texture artist

- Selected by the professor to join the technical team
- Understanding of industry pipeline
- Strengthen my teamwork & Time management skills

**Weird Power Creative,** SEP 2020– JUN 2021  
**Hong Kong SAR China**

### 3D Animator/Character Set-up Artist/Layout Artist

- Worked for " Blood Swim" project, Winner of Gold Award (8th HKASP-Tier 2)
- Worked alongside directors to create unique designs to translate artistic vision into visual medium.

**Hong Kong Census And Statistics** JUL 2021– AUG 2021  
**Department, Hong Kong SAR China**  
**Census Enumerator**

- field visit, telephone interview and documentation record
- Visited assigned neighborhoods, deliver letters and knocked on doors to encourage participation in Census.
- Brought relevant language skills and cultural familiarity

## COLLABORATIVE EXPERINECE

**Modeler, Texture artist & Lighting artist** JAN 2023 – JUNE 2023

**SCAD Senior film project : "The Sun is bad"**

- Rookies : 2D Animation "Film of the Year" 2023
- Oscar, 2023 STUDENT ACADEMY AWARDS FINALISTS

**SCAD Senior film project : "Gear Bevel City"**

## EDUCATION

**Bachelor Of Fine Arts** 2018 SEP–2023 JUNE  
**Savannah College of Art and Design**

- Animation, 3D Technical Concentration
- Magna Cum Laude, GPA 3.72
- Relevant courses : Adv Dig Sculpt: Environ/Props, Dig Sculpt: Creature Pipelines, Tech: Anim Look Development, Tech: Cloth and Hair for Anim

## ACHIEVEMENT

**SCAD Dean's list** 2019–2023

**SCAD Entelechy 2022**

- the selection for the show and is in the finalist running for Key Art / Hero Asset

**SCAD Academic Honors Scholarship** 2018–2023

**SCAD Achievement Honour Scholarship** 2018–2023