

Yinan Amanda Wang

Real-time VFX Artist

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yinanwangart.myportfolio.com

SPECIALTIES

Real-time VFX (UE5

Niagara /Unity)

VFX Concept Art

EXPERIENCE

Mar. 2025

FX Winner | **Blizzard World of Warcraft Student Art Contest 2025**

- **Won the FX category** among global student submissions
- Created a complete **real-time VFX project** for Blizzard's WoW student competition

May – Sep. 2025

VFX Artist Intern | **Tencent Games**

- Created **real-time realistic combat VFX** in **Unreal Engine Niagara** for an unannounced AAA project
- Designed and implemented **combat skill effects**, including casting, impact, hit reactions, and environmental FX
- Collaborated closely with **game designers, tech artists, and art leads** to iterate on visual clarity and performance

Mar. - Aug. 2023

Concept Artist Intern | **Tencent Games**

- Designed **characters, creatures, props, and VFX concepts** for an unannounced title
- Supported gameplay presentation through **cross-disciplinary collaboration**

EDUCATION

Jan. 2020 – Dec. 2025

ArtCenter College of Design

- Bachelor of Science

Entertainment Design - Concept Track

Sep. 2017 - Jan. 2020

University of California, Santa Barbara

- Computer Science

Transferred to ACCD after being accepted.

SKILLS

Game Engines – UE5 (Niagara), Unity

3D – 3ds Max, ZBrush, Blender, Substance Painter, Substance Designer, Marvelous Designer

2D & FX Prep – Photoshop, After Effects

LANGUAGES SPOKEN : English, Chinese