



Themed Entertainment Design

BERYL WANG

Technical Artist

Creative Direction

▶ Animated Gallery for 3Ds <https://youtube.com/AsgbYNrxAx0>

📁 Portfolio <https://drive.google.com/file/d/16wlnrw090lspbpRTqxb7pW1SO-4iFgRQ/view?usp=sharing>

🌐 <https://berylmyw.editorx.io/dock>

☎ +1912-591-1138

✉ beryl.myw@gmail.com

Education

Savannah College of Art and Design (SCAD), 2021-2024 (March)

Master of Fine Arts,

Themed Entertainment Design

- Selected courses: Game Art Method; Model Making for Themed Entertainment&TV; XR Stage Production Design

Shanghai Jiao Tong University (SJTU), 2016-2021

Bachelor of Engineer, **Industrial Design**

Bachelor of Economics, Finance

- Selected courses: Creative Programming; Human-Computer Interaction; Improved Product Design

Hong Kong Polytech University 2019
Exchange in Product Design major

- Selected course: Human Scale;

Skills

Software: Maya, Unreal Engine (rendering & blueprint), Substance Painter; **SketchUp**, **Cinema4D**, Solidworks, Revit, Rhino, 3ds Max, AutoCAD, Blender, Fusion360, Z-Brush; Ensape, Keyshot; Python, Processing 3, MidJourney; **Procreate**; Adobe Photoshop, Premier, Illustrator, After Effect; MS Excel, Word, and Powerpoint;

Hand Fabrication&Physical Model: Dremel, Belt Sander, Oscillating Spindle Sander, Angle Grinder, Scroll Saw; Laser Cut, 3D-Printing, 3D-Scanning; Dante Audio;

Design: Game Design; Prototypes; Concept Sketches; User Experience&User Test; User Research; Infographics;

Achievement

TEA INSPIRE Scholarship 2023 (Big Break Foundation & TEA)

Imagination Studio Design Competition 2022

- "Best User Experience" (1/3 categories)
- 2nd Place for "Whole Hotel Design"

Toronto Metro University Thirl Design Competition Invitational 2022

Themed Attraction Student Showcase

- Special Achievement for Retail Conceptualization

Work Experience/Projects

Universal Creative/Creative Studio

SEP 2023 - DEC 2023

Show Programming Intern, Orlando

- Utilized Maya & 3dsMax to rig and animate the Ride Vehicle, Animated Figures, and Camera Flythrough, troubleshooting on Unreal Engine and VR function and contents. Iterated the Ride Vehicle by riding the early stage vehicle and adjusting 3D motions.
- Helped with Unreal Rendering, environment building, and testing.
- Developed haptics and worked on 3D-scanning for project teams.

AR&VR Future Convenience Store for SCAD

JAN 2023 - MAY 2023

Concept Designer/Unreal Engine Technician/Coordinator, Savannah

- Presented the experience 1:1 scale mock-up to the higher-ups of SCAD and iterated it.
- Illustrated some of the concepts; Evaluated the existing User Interface in AR applications, developing AR Instagram effect content with Meta Spark Studio.
- Trouble-shot the technical issues in Unreal Engine on Datasmith for model transferring from Industrial Design team, VR blueprint (Oculus), etc.

XR Stage Production Design/"Peek-A-Boo"

JAN 2023 - MAR 2023

Production Designer/Scenic Painter/Coordinator, Savannah

- Evaluated and collected moodboard; Previsualized the XR set decoration by Photoshop and SketchUp, meeting with director team for creative solutions.
- Worked in a 10 people team for the design and fabrication of props and networks including crossroads, roadblocks, etc, and their installations.

Wonderlabs Studio/NIKE PROJECT

MAY 2021 - AUG 2021

UX/UI Intern, Shanghai

- Worked with a designer team in 8 to invent in-store-interactive game for retailing like NIKE Air Jordan Futuristic Court. Created and tested UI elements, color code, and Interactive mock-ups with Unity programmers and the producer.
- Modeled and created motion media content by Cinema4D, Adobe Photoshop, Premier, and After Effect.

NBCUniversal, the Greater China

MAY 2019 - AUG 2019

Creative Intern, Shanghai

- Brainstormed and built 2D/3D content and products for significant incoming commercial timings, mainly utilizing Adobe Illustrator, Photoshop, and 3dsMax.
- Collected references and created product mock-ups for vendor companies of hard and soft lines; produced pitch-vis content for presentations.

Students International Elites Committee/"Go for CBD"

Staff—Graphic Design Consultant—President, Shanghai

SEP 2017 - DEC 2018

- Worked in various events in different roles: Stage PA, Food Cart Operator, Game-Booth Operator, Video Post Production, Graphic Designer, etc.

Involvement

Big Break Foundation Email Marketing Specialist

Aug 2023

Royal Caribbean x SCAD Pro Design Sprint Research/Concept

Jan 2020

Slush Shanghai Design Team 3D/Graphic Design volunteer

Jan 2019

Membership: TEA; TEA APAC Committee; TEA@SCAD; IAAPA; Immersive Reality Club@SCAD