YUQING WANG

3D Environment Artist

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3D Environment Artist creating environments and assets for games and architectural visualization. Combines environment composition and set dressing with modeling, PBR materials, lighting, and rendering to produce cohesive visuals for real-time and pre-rendered work.

PROFESSIONAL EXPERIENCE

Renderwiz Corp Dec 2025 - Present

3D Environment Artist

- Build custom architectural models from client blueprints, concept art, and reference material, creating additional props where library assets cannot meet project requirements.
- Assemble environments in Unreal Engine 5 using custom and library assets; create materials, arrange set dressing, and configure lighting and post-processing to achieve the intended visual direction.
- Produce renders for client projects and company promotional demos, incorporating feedback and using Photoshop for image editing and final post-processing.

Space 3, Inc. (VEL) Jul 2025 - Oct 2025

3D Environment Artist

- Rebuilt 3D models of a VEL café prototype in Maya, including its kiosk and private workspace pods, while preserving dimensional accuracy and original design details.
- Produced materials, rigging, and animation for an internal visualization prototype, coordinating asset delivery with the technical team.
- Built street and office environments in Unreal Engine 5 using custom and library assets, handling scene composition and set dressing.

Silver Key Network Technology Co., Ltd. Jun 2024 - Jul 2024

3D Environment Artist Intern

- Modeled and textured a complete bedroom environment from concept art for a mobile game's pre-rendered background; created materials, lit the scene, and produced final renders in Unity.
- Built additional mood and atmosphere scenes using the studio asset library, providing visual reference for the art team through scene composition, lighting, and rendering.

SKILLS

- **Environment Creation and Composition:** Interior and exterior environments from concept art and design references; scene assembly, set dressing, and environmental storytelling using custom and library assets.
- **Modeling and Asset Production:** High- and low-poly modeling, custom props, modular kits, and dimensionally accurate reconstruction from design references.
- **Asset Optimization:** Geometry and texture optimization; balancing visual quality with memory and performance budgets.
- **Materials and Texturing:** PBR texturing, material creation, and trim-sheet workflows.
- **Lighting and Image Production:** Real-time rendering, baked lighting, pre-rendered imagery, and Photoshop image editing and post-processing.

Software: Unreal Engine 5, Maya, Substance 3D Painter, Substance 3D Designer, Photoshop, ZBrush, Unity.

EDUCATION

Ringling College of Art and Design | Sarasota, FL

Bachelor of Fine Arts in Game Art | May 2025