

# WANTONG YAO

New Media Artist; 3D, Game Design, Creative Coding

## CONTACT

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## EDUCATION

### School of the Art Institute of Chicago

*Chicago, IL 2018 - 2021*

Bachelor of Fine Arts, emphasis on New Media Art

Merit Scholarship Recipient

2020 ExTV Chroma Official Selection, 2020 ExTV

In-Between Official Selection

### University of California, Santa Barbara

*Santa Barbara, CA 2016 - 2018*

Double major in Art (BA) and Actuarial Science (BS)

UCSB Honor Program Student

## SKILLS

### 3D Application

Autodesk Maya

Cinema 4D

ZBrush

Substance Painter

### Game Design / Code

Unity

Virtual Reality

Augmented Reality

openFrameworks (C++)

HTML & CSS

### Video / Motion

Adobe Premiere Pro

Adobe After Effects

### Graphic Design

Adobe Creative Suite

## COURSEWORK

Advanced Experimental 3D

Art Game

Virtual Reality Study

Interactive Art / Creative Code

## EXPERIENCE

### 2021 Glow Shenzhen / Organizing Committee

*Shenzhen, Sept 2021 - Present*

Manage a team of skilled designers and lead the development of an official website and a WeChat application.

Designed prototype of the application homepage, established the functional structures and overall style of the platforms.

Forged collaboration with reputable artists and suppliers, reduced the total development costs by 35%.

Engage in the design and development of the virtual exhibition for the Hong Kong subdivision of Glow Shenzhen.

### Key Elements Studio / Co-founder

*Remote, Jun 2021 - Present*

Design and develop the official website, manage content update and website maintenance.

Created dynamic 3D posters and other visual designs.

Curated online exhibition Reconnect, attracting over 1000 visitors.

Organize interviews with artists and educators.

### Shenzhen Creamory / Digital Media Designer

*Shenzhen, Apr 2021 - Present*

Designed multimedia installations for Hengqin Culture and Art Center.

Produced visual and motion graphics for commercial advertisements using software like C4D, Maya, and After Effects.

Created IP design and scene modeling in team collaboration.

Performed exhibition curation and event planning for the Maozhou River Liminal Art Program.

### Snow Yunxue Fu Artist Studio / 3D Studio Assistant Intern

*Chicago, May 2020 - Apr 2021*

Assisted the artist with 3D games and VR projects.

Worked on level design, programming, interactive mechanism construction, sound editing, and 3D modeling for building immersive VR environments.

Produced layout design and renderings for the artist's solo exhibition Liminal Momentum in Duende Art Museum, created 3D models of the exhibition's virtual edition.

Coordinated with curator and facilitated the project integration process.