



# Weijia Kang

CHARACTER ARTIST

WWW.WEIJIAKANG.ART.COM

## CONTACT

### ADDRESS

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### SOCIAL MEDIA

Artstation @weijiakang\_art

Instagram @weijiakang

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## PROFILE

I am a character artist with focus on sculpting, modeling and texturing. After starting out with creating 2D concepts for costumes and props in practical effects, I found love in telling story in 3D form. This allows me to visualize the designs more vividly and able to bring them to life. I enjoy creating characters and creatures in all kinds of styles. I am currently based in Los Angeles.

## SUMMARY OF SKILLS

### 3D Modeling

- Sculpt detailed and anatomically correct human and creatures
- Create production ready models in both high-poly and low-poly
- Create photo realistic and stylized face, hair, costumes and other hard surface props
- Create natural dynamic poses

### Texturing

- Create clean UV maps
- Create believable textures and shaders

### Concept Design

- Design characters and creatures in both 3D and 2D
- Sketch characters with dynamic poses and facial expressions
- Illustrate detailed costumes and props

## EDUCATION

### Gnomon School of Visual Effects

- Los Angeles, CA ( 10. 2020 - 09. 2021 )  
Certificate in Digital Production

### LASALLE College of Arts

- Singapore ( 06. 2011 - 07. 2015 )  
BFA in 2D Animation with Honors

## PROFESSIONAL EXPERIENCE

### Quantum Creation FX Inc.

- Burbank, CA ( February 2017 - March 2020 )  
*Illustrator/ Concept Designer/ 3D Artist*

- Create costume concepts for "Free Guy"
- Designed dinosaur scale (black and white) patterns for Blue Raptor, Triceratops, Stegosaurus on "Jurassic World Live"
- Collaborated with the team to create prop concepts and 3D printing models for "Super Girl"

REFERENCE AVAILABLE UPON REQUEST

## SKILLS

### 3D Modeling

- Autodesk Maya
- Zbrush
- Marvelous Designer
- Xgen
- Houdini

### Texturing

- Substance Painter
- Mari
- Substance Designer

### Rendering

- Vray
- Redshift
- Marmoset
- Unreal

### Compositing

- Adobe After Effects
- Nuke

### 2D Illustration / Concept

- Zbrush
- Adobe Photoshop
- other traditional medium

## LANGUAGE

- English (Fluent)
- Mandarin (Native)

## INTERESTS

- Photography
- 3D Printing
- Travel
- Collecting Figurines
- Collecting Animal Skulls