

Sheng Hao Wang

shenghao.wang21@gmail.com

<https://shenghwang.com> (Project portfolio)

Accomplishments:

- Developed new, distinctive “stretchy creature” rig for “Star Wars Resistance” TV show.
<https://www.shenghwang.com/bibo-creature-reel>
- Created MEL script tool to automate facial to body rig connection, that reduces production time from two working days to an hour.
- Subject matter expert for project management on pre-production, preventing production pitfalls.
- Designed quality assurance process for pre-production, ensuring error-free production pipeline.
- Created **MEL/Python** script tools for character setup bottlenecks, reducing production time.
- Built a custom rig for a video game project to integrate with **Unreal Engine**.

Education

Master of Fine Arts in Visual Effects – Savannah College of Art and Design, GA, USA (Jan. 2025)

- Expected graduation date March. 2027

Game Programmer – Institute for Information Industry, Taiwan (ROC) (Apr. 2016 to Sep. 2016)

Taiwanese Government-sponsored training program for video game programmers.

- Final Team Project: “The Survivalist” – a playable, top-down survival game using **Unity3D**.

Bachelor’s Degree in Animation – Savannah College of Art and Design, GA, USA (Sept. 2009 to Mar. 2013)

- Senior Films: “Darwin’s Theory” and “Legacy”; served as Character Technical Director

Experience

Senior Character Technical Director (Contract) – Moonshine VFX. Taiwan, (Dec. 2023 to Feb. 2024)

- Managed character rigs for TV commercials and live action shows with **Python** script and **Autodesk Maya**.
- Created a production tool for streamlining production processes.
- Constructed and simulated cloth, hair, and muscle for all projects.

Senior Character Technical Director (Contract) – OliOli Studio. Taiwan, (Jun. 2022 to Nov. 2023)

- Managed character rigs for children's educational animation with **Autodesk Maya**.
- Built custom rigs that were based on animation requirements during production to ensure the best fit for animation needs.
- Facilitated interdepartmental troubleshooting of rigging-based issues in the production pipeline.

Character Technical Director – TWR VFX Inc. Taiwan, (Nov. 2020 to Apr. 2022)

- Managed character rigs for “9981 TV animation” and other live action TV shows with **Autodesk Maya**.
- Oversaw all rigging related tasks in Animation department, including construction of rigging tools to streamline production by using **Python** script with **Autodesk Maya API**.
- Performed quality checks and addressed issues of outsourced production rigs.

Character Technical Director – Independent Developer. Taiwan, (Sept. 2019 to Oct. 2020)

- Developed auto-rig modules for characters and creature mass production with **Autodesk Maya**.
- Constructed a modular system for auto rig tool to ensure smooth future upgrade.
- Coded an auto rig tool with **Python** script with **Autodesk Maya API**.

Character Technical Director – CGCG Inc. Taiwan, Disney subcontractor (Feb. 2017 to Aug. 2019)

- Managed character rigs for “Star Wars Clone Wars - Season 7” and “Star Wars Resistance.”
- Developed animation rigging systems to simulate realistic content in **Autodesk Maya**.
- Resolved production pipeline technical issues for both animation and post-production teams.