

Wei-Lun “Waylon” Ting

Visual Development · CG Generalist · Concept Art · Storyboarding

New York, NY

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<https://www.waylonrepublic.com/>

EDUCATION

- **School of Visual Arts (SVA), New York City**

Master of Fine Arts in Computer Arts, Expected Graduation:

May 2024

- **National Taiwan University of Arts, Taipei, Taiwan (R.O.C.)**

Bachelor of Arts in Multimedia and Animation

September 2015 – May 2019

WORK EXPERIENCE

Nintendo/UNDERSCORE CO., LTD., Taipei, Taiwan (R.O.C.)

2019-2022

Lead Concept Artist

- Developed a visual concept for the levels and creatures in the game “Aliisha” and led art team members.
- Managed game projects such as “Aliisha,” “Kamuni,” and Motion Project “Twinflowers” from concept to final production.
- Participated in several online conferences with Platinum Game Studio in Japan, Clever Plays Studio in Canada, and PQube, a European publisher.

Freelance Concept Artist, Taipei, Taiwan (R.O.C.)

2022-Present

- Communicated with clients and manage multiple projects with strict deadlines
- Designed an imposing fantasy world setting, including vivid characters, from the protagonist to the monsters, and creating the visual sample in various styles, from static images to motion works with outstanding imagination.

SVA Computer lab assistant

2022-Present

- Provided desktop computer support and troubleshoot problems with iMacs, scanners, and printers. Assisted patrons with the use of library computer equipment and library-supported software.

SKILLS

- **CG Software:** After Effects, Photoshop, Illustrator, TVpaint, Maya, Blender, Unity, Zbrush, Spine, Cinema4D, Unreal5

- **Languages:** Mandarin (Native), English