

Max Wu

Technical Artist

(Portfolio) <https://www.maxxue.com/>

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Software

Substance Painter
Substance
Sampler
Premiere Pro
After Effects
Photoshop
Illustrator
Dreamweaver
Fusion 360
Excel
Word
Outlook
Maya
Houdini
Unreal Engine 5
Nuke
Bambu Labs
FlashForge

Coding

Python
VEX
MelScript
HTML
C++

Soft Skills

Proactive
Innovative
Creative
Curious
Flexible

Education:

Bachelor of Fine Arts in Animation

May 2026

Technical Artist/Visual Effects Artist

Savannah College of Arts and Design

Modeling, Rigging, Cloth, Compositing, and Groom Sims

Work Experience:

GEAR Labs Student Instructor

7/6/2026-7/10/2026

- Served as a Student Instructor for the Georgia Aviation Museum GEAR labs program to teach 3d art to grades 6-12

Student Films/Collaborations

Ink washed! (3d Film)

Jan-March 2025

- Responsible for modeling and creating a compositing pipeline that in Nuke that was easily understood by those who had no understanding of Nuke prior to this project

Pops and Bobbers (UE5 3d Game)

Jan 2025

- Responsible for rigging 3 different characters in 6 hours to maintain pipeline efficiency and creating a Maya to Unreal Engine 5 pipeline for animations and models. Was also responsible for modeling environmental props

- Participation in the 2025 Game Jam
- Won best technical design

Reckoning (Live Action Short Film)

July 2024

- Responsible for rigging a seagull to be composited in a live-action student film

Echoes of a Silent Garden (UE5 VR Game)

Jan-April 2024

- Responsible for rigging a 3-legged tree monster with a hanging corpse while taking advantage of Maya's simulation system to help cut down on animation times

Lizard Wizards (UE5 3d Game)

Jan 2024

- Responsible for rigging 3 different characters in an 8 hour period to maintain pipeline efficiency
- Participation in the 2024 Game Jam