



CONNIE WING

CG Generalist

kyonini.com

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EDUCATION

School of Visual Arts

2021 - May 2025 | New York, NY

BFA in 3D Animation & VFX

- Silas H. Rhodes Scholarship (2021 - 2025)
- Term Honors (2023 - 2024)

St Cuthbert's College

High School Diploma | Auckland, NZ

NCEA Level 3 Endorsed with Excellence

- Scholar Award (2020)
- NZQA Photography Scholarship (2020)

SKILL & EXPERTISE

Software:

Maya, Zbrush, Blender, Marvelous Designer, CLO3D, Substance Painter, Unreal Engine 5, Nuke, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Illustrator, Procreate, Cinema 4D

3D Skills:

Character & Environment Modeling, Texturing, Lighting, Look Development

2D & Visual:

Visual Development, Motion Graphic, Graphic Design, Character Design, Illustration, Digital & Traditional Painting (Oil, Acrylic), Photography (Artistic, Long Exposure)

LANGUAGES

English (Fluent)
Mandarin Chinese (Fluent)
French (DELFB1)

EXPERIENCE

Mezz Entertainment

Digital Media Intern

June - August 2024 | New York, NY

- Returned for a second-year internship.
- Created 2D & 3D assets and motion graphics for TikTok and Instagram to support merchandise campaigns and artist promotions.
- Designed visual assets for *Balthvs* and edited short-form clips for Aurora Culpo's *Barely Filtered Podcast*.

June - August 2023 | New York, NY

- Created 2D & 3D visuals for artists including DJ Wonder and BLK.ID TWINS, enhancing social media engagement and brand visibility.
- Shot and edited event videos and photos, turning raw footage into polished, social-ready content.
- Designed logos, merchandise, and promotional assets tailored to client branding and campaign goals.

Superprof

Art Instructor

August 2022 - January 2023 | Remote

- Provided personalized art instruction to high school students, focusing on portfolio development for college applications.
- Guided students in diverse mediums, including self-portraits, collages, acrylic painting, digital painting and fashion design.

PROJECTS

"Lilith" - Solo Thesis Film

Director | Visual Lead

2024 - 2025

- Directed an original, character-driven visual music short.
- Led all visual aspects of production—concept art, character design, layout, modeling, texturing, lighting, look development, and editing.

"Fallen" - Short Film

Co-Director | Visual Lead

2023

- Co-directed a 2-minute short film for SVA's Train Project during sophomore year.
- Contributed to story and visual aspects including concept, layout, modeling, texturing, lighting, look development, and editing.