

# Wren Wilson

3D MODELER/SCULPTOR AND SCENIC DESIGNER

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## About Me

Innovative 3D designer with a passion for creating memorable experiences by developing themed entertainment concepts, transporting audiences from reality to another world

## Education

### Ringling College of Art and Design

Sarasota, FL May, 2023  
Major: Visual Studies  
Minors: Film Studies, Fine Arts, and Creative Writing

## Skills

Maya, ZBrush, AutoCad, Rhino, Substance Painter, Keyshot, Blender, Unreal Engine, Procreate, Microsoft Office, Google Suite, Adobe Photoshop, Illustrator, Premier Pro, Lightroom, laser cutting, vinyl cutting, 3D printing, CNC milling, mig and arc welding, fiber arts and sewing, sculpting and carving, and woodworking

## Portfolio



[www.wrensky.com](http://www.wrensky.com)  
[www.linkedin.com/in/wrensullivan](https://www.linkedin.com/in/wrensullivan)

## Industry Experience

WALT DISNEY IMAGINEERING, Orlando, FL  
Character Plaster Intern

July 2023 - Present

- Creates scale models, clay bucks, digital sculpts, molds, castings, large scale fabricated rocks and wood, and other assets for the theme parks
- Attends meetings and understands industry terminology for creating the assets necessary for park upkeep and additions
- Utilizes skills in both art and design and problem solving to assist with anything the team needs
- Learns new mediums to keep up with the industry demand, and practices to improve the skills

RINGLING COLLEGE, Sarasota, FL

Teaching Assistant for 3D Modeling

Jan 2022 - May 2023

- Demonstrated and explain ZBrush techniques to students, providing one-on-one attention to cultivate a helpful learning environment
- Illustrated confident knowledge in anatomy and aided students in understanding forms and shapes in a 3D space

Makerspace Lab Monitor

Mar 2021 - Sept 2022

- Assisted students using lab tools like the laser cutter, vinyl cutter, and 3D printers to best fit individual project needs
- Maintained a clean and safe work environment through daily tasks and machine troubleshooting

THE COMPANIES OF NASSAL, Orlando, FL

Design and Fabrication Intern

May 2022 - Aug 2022

- Designed architectural sculpts using Maya and ZBrush to create usable models for theme parks
- Fabricated fiberglass and silicone molds and resin casts to create physical assets to be used in theme parks, museums, and aquariums
- Translated sketches from design intent sheets into 3D assets for theme parks and entertainment environments

## Volunteer Experience

BIG BREAK FOUNDATION, Orlando, FL  
Art Director and Graphic Designer

Mar 2024 - Present

- Ideates about how to effectively portray the brand
- Communicates with internal and external teams to effectively convey processes and ideas
- Unifies brand image and adds to the communal asset bank for the whole company to use
- Leads efforts to ensure content is accessible regardless of viewer