

Summary

I am a 3D artist, with a background in software engineering, seeking a long-term role on a multidisciplinary team, with the objective of learning and growing into a senior artist and a crucial team member.

Skills

3D Modeling, Texture Painting

Digital Painting

Game Dev. (Mobile)

Programming, Scripting

Node-Based Systems/Shaders

Tools

Blender, Maya, Substance Painter

Krita, Photoshop

Unity (2D/3D)

C#, UE4 Blueprints

Unreal Engine

Experience

AugiDish

3D Artist

Apr 2018 - Present
Los Angeles, CA, USA

3D artist working remotely, preparing AR- and mobile-friendly photogrammetrized assets.

- Cleaned up and retopologized model scans, from ~2m to 30k triangles and LODs at 3k
- Preserved and fixed scanned textures, augmented with PBR textures
- Brainstormed shader details; tested and documented custom PBR workflow

Uber ATG

3D Artist

Apr 2017 - Apr 2018
San Francisco, CA, USA

3D/Technical artist working on simulations for self-driving vehicles.

- Organized, purchased and converted third-party content, driven by engineering needs
- Modeled, textured and rigged custom assets with Blender, Substance Painter, and Krita
- Bootstrapped and established GNU/Linux art tech stack

Furthington Studios

Lead Developer, Founder, CEO

Oct 2014 - Oct 2016
Singapore

Game developer making casual mobile games, responsible for all art assets.

- Tech stack: Unity (C#), Photoshop/Krita, Illustrator, and Android; games published on Google Play

TinyCo

Software Engineer SDE1, SDE2

Jul 2012 - Jun 2014
San Francisco, CA, USA

Client-side engineer focused on game features, bug fixes and UI process improvement.

- Worked on *Family Guy: The Quest for Stuff*, *Tiny Monsters*, and an undisclosed project
- Added features to in-house UI tool/export scripts; integrated third-party SDKs (ads/offers, social)
- Worked closely with teammates of all disciplines: artists, designers, PMs, and the community team

Education

Foundation & Design Program

CG Master Academy

Nov 2014 - Mar 2016

B.S.C.S. in Real-Time Interactive Simulation

DigiPen Institute of Technology

Graduated May 2012
Redmond, WA, USA

- Minor in Mathematics
- Dean's Honor List 2009 - 2011
- GPA 3.68/4.00
- MES scholarship from MDA Singapore