

SUMMARY

I am a mid-level 3D Artist with 5 years in games/tech, including experience as a Software Engineer and a Technical Artist. I'm good at improving or establishing asset pipelines and finding solutions for art-engineering collaboration problems. My technical expertise gives me a systematic approach to problem solving and making optimized, clean assets.

EXPERIENCE



3D Artist
Freelance

July 2020 - Present, San Francisco, CA

- Created and updated props and characters for use in Unity and Scenokit.
- Brainstormed with clients to figure out long-term needs beyond current asset delivery requirements.
- Collaborated with engineers to ensure successful asset integration.



3D Artist
Panda

November 2018 - March 2020, San Francisco, CA

- Created assets from concept to production with feedback from the Art Director.
- Designed and implemented environments for multiple product pivots, from small nature scenes to interior sets.
- Established creative-engineering pipeline; concretized tools/process requirements for asset delivery.
- Animated characters with in-house rig, created a 2 - 4 minute clip each week with a team of 3.
- Wrote shader modifiers (Metal) for a flexible avatar creator and various VFX.



3D Artist
AugiDish

April 2018 - August 2018, San Francisco, CA

- Collaborated with a remote team to prepare 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.



3D Artist
Uber ATG

April 2017 - April 2018, San Francisco, CA

- Organized, purchased and converted third-party content, driven by engineering needs, for self-driving simulations in Unity and UE4.
- Modelled, textured and rigged custom assets with Blender, Substance Painter and Krita.
- Bootstrapped and established GNU/Linux art tech stack.



Developer/Founder
Furthington Studios

October 2014 - October 2016, Singapore

- Co-designed and published 2 games on the Google Play store using Unity; created all art assets and animated UI.



Software Engineer SDE1, SDE2
TinyCo

July 2012 - June 2014, San Francisco, CA

- Joined the Family Guy: The Quest for Stuff team to fix crucial Android-related bugs.
- Collaborated with artists to improve UI processes; added features to the in-house UI tool and export scripts.
- Solved live game problems with the community team.

EDUCATION

BS in CS and Real-Time Interactive Simulation

DigiPen Institute of Technology • Redmond, WA • 2012

Foundation & Design Program

CG Master Academy • 2016

SKILLS

Game Dev: 3D Modelling, PBR & Stylized Texture Creation, Mobile Optimizations, Scripting, Cross-Disciplinary Problem Solving

Tools: Maya, Blender, Unity, Unreal Engine 4, Substance Painter, Photoshop, Illustrator, Krita, Node-Based Shaders, C#, UE4 Blueprints, Git, Jira, Trello