

Summary

I am a 3D artist with a background in software engineering, seeking a role where my technical knowledge complements my passion for creating game art, especially 3D scenes and props.

Skills

3D Modeling, Texture Painting

Digital Painting

Game Dev. (Mobile)

Vector Art, UI

Programming, Scripting

Tools

Blender, Maya, Substance Painter

Krita, Photoshop

Unity

C#, UE4 Blueprints

Unreal Engine

Experience

Uber ATG

3D Artist

Apr 2017 - Present
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.

- Games were made and prototyped in Unity, two of them published on the Google Play store
- Responsible for all art assets and animated UI, from concept to final
- Tech stack: Unity (C#), Photoshop/Krita, Illustrator, Android

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.

- Joined the *Family Guy: The Quest for Stuff* team for a few months of crucial development
- Worked closely with artists to add features to the in-house UI tool, and wrote/fix UI export scripts
- Worked with UI artists and product managers to create more dynamic UX
- Worked closely with community team to solve live game problems
- Integrated a number of third party SDKs into the project (ads/offers, stat tracking, social platforms)

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