PERSONNEL CARD

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Summary

- Self-motivated, eager and enthusiastic.
Works well within a team.
- can work to specification.
- Organised and efficient, can work to tight milestones.

I am a graduate 3D artist who is seeking to make a professional break into the games industry. I specialise in creating environmental art assets for videogames.
I am eager to join a full-time studio and work alongside talented professionals in a team environment. I seek to obtain a 3D artist position that will allow me to further pursue my passion for creating video games.

Commercial Game Development

(2012 - present) - Freelance –Emobear interactive - -

Emobear interactive is a small indie team from malaysia. They have released 2 windows Phone titles, and are developing a new title. I was responsible for creating concept design drawings, then producing game models from those designs. This was achieved using a current generation workflow, creating 2d sprit and animation it .

(2008) Contract Environment Artist (shanghai eArts)
《First contact》

Tasked with the creation of game-ready, environmental art assets. Game meshes derive details from the creation of detailed, low polygon meshes. I worked from concept art and also created my own designs.

(2008) - virtual online platform volunteers - http://www.hipihi.com/

In the small indie team ,I was charged with creating 3D scenes for interactive ,base help, cover events and travelled to competitive events . I created a number of fully textured and lit, low-poly environments. The scenes were based upon self-created concept art. The scenes were rendered in real-time.

Skills

- High-poly hard-surface and organic modelling
- High to low poly normal baking workflow
- Texture creation (photo-sourced and hand-painted)
- Low-poly Modelling
- Efficient UV mapping (mirroring, tiling)
- Technical modelling (LODs, collisions)
- Environment design, creation and lighting
- Traditional Art (drawing, painting, colour and light theory)

Education

LIMKOKWING UNIVERSITY OF CREATIVE TECHNOLOGY

Diploma In Games Art

Awards / Other Achievements

I joined the “SHOOOT Machinima Singapore” filming competition events. Fortunately , I won a Game Machinima Award.That title was called “Sixty Million Dollar Man in HiPiHi.”
SHOOOT Country Awards (Greater China)

I covered large scale events and travelled to competitive events to cover tournament proceedings. During that time I became a volunteer for a number of online platform such as hipihi online platform of 2 years.