









PROFILE INFO

Innovative 3D artist skilled in using various tools to create technical and creative models. Team player with strong communication skills.

ACHIEVEMENTS

Draft Selection

Rookie Awards (2022)

Featured Artist

Spring Show Exhibition (2021)

EDUCATION

Bachelor of Fine Arts in 3D Modeling, Animation & VFX

Academy of Art University, San Francisco

SKILLS

3D Modeling

Stylized & Realistic Modeling High/Low Poly Modeling 3D Texturing & Shading Digital Painting

Tools

Maya 3ds Max ZBrush Blender Unreal Mari

Nuke

Substance Painter Marvelous Designer

Interpersonal Team

Player Clear Communicator Creative Thinking Problem Solver Highly Organized

WORK EXPERIENCE

3D Modeler Studio X "Masked"

2022 - 2023

- Character, clothes, props, environment modeling and sculpting with Maya, Blender and ZBrush.
- Retopologized the high poly modeling to low poly modeling. After UV works, bake the normal map for the low poly modeling.

Character Modeler / Intern Forkids Animation

2022

- Character, clothes and prop modeling with Blender and Maya.
- Layout assets for the environment, painting texture and shading material for the animation.
- Supported taking motion capture scene with actor and director.

PROJECT

Character Modeling Team Project "New Winter"

2022-2023

- · Created character with ZBrush, Maya and Blender
- For cloth, used nCloth and Marvelous Desginer to create the wrinkle.
- Using Unreal to use character as asset.
- Using asset in the snow environment asset to create background.

Character Modeling / Freelance Kyemongsa

2022

- Used Arnold cartoon shader for cartoon style character.
- · Created the character and clothes modeling.
- Blend shape of various facial expressions. For example, closed eye, surprised, angry, happy, sad etc.

Generalist / Freelance Design Level

2022

- Procedural environment shading for playground of school.
- Fixed UV and topology for animation characters.
- Texturing and shading skin and clothes textures for characters.
- Blend shape for the turtle characters animation. The turtle hides into its shell and come out.
- Xgen hair works for characters. Rendered in Redshift.

3D Printing Modeling / Freelance Eidetic

2022

- Sculpted in ZBrush for the props and weapons of cosplay in 3D printing (Fantasy and medieval style of sword, hammer, wand, helmet)
- Understanding 3D printing process with measuring the scale to fit to the cosplayer.