



SKILLS

Pixologic Zbrush
Autodesk MAYA
R3DS Wrap 3
Substance Painter
XGen (Core/ Interactive)
Unreal Engine
Unity

Marvelous Designer
Headus UV Layout
3D Scanning/ Photogrammetry
Adobe Suite (PS/ PR/ AI/ AE/ LR)
TopoGun
Marmoset Toolbag
Frostbite

Reality Capture (RC)
Artec Studio
Keyshot
XNormal
Shotgun/ ShotGrid
Perforce
English/ Japanese(N4)/ Cantonese/ Mandarin

WORK EXPERIENCE

Jan, 2023 -

Pixel Light Effects - 3D Modeler

- 3D modelling and scanned model cleaning up;
- Travel on location to perform 3D captures
- 3D scanning reconstruction and post processing
- Drafting and maintain internal workflow documentations

Projects :

2024 Netflix-Avatar Air-blender
 2023 Monarch: Legacy of Monsters - Apple TV+ Series
 2023 Superman & Lois Season 4
 2024 Monster High
 2024 SHINING FOR ONE THING
 2024 IF YOU ARE THE ONE 3
 2024 PEGASUS 2
 2023 MOSCOW MISSION
 and more

Sep, 2022 - Dec, 2022

The HIVE (University of British Columbia) - Modeler

- Asset modeling & optimization for medical educational VR experience

Projects :

2022 VanVR App

Sep, 2019 - Sep, 2020

Electronic Arts Canada (EA Vancouver) - Character Artist

- In-house internal tools customization
- Textures creation and Internal finish
- Revision guidelines and quality control for outsourcing materials

Projects :

2019 FIFA20 Wardrobe Asset Creation
 2020 FIFA21 Wardrobe Asset Creation
 2020 UFC 4 Character Asset Creation

Oct, 2018 - May, 2019

TNG Visual Effects - 3D Modeler

- Character and Asset modeling: 3D scanning and photogrammetry data clean up for films and commercials

Projects :

2020 The Shining 2 "Doctor Sleep" Movie - Character Modeling
 2019 Toyota Tacoma 2020 Commercial - Prop Modeling
 2019 "Legion Season 3" TV series Teaser - Character Modeling
 2019 "Legacies Season 1" TV series - Prop Modeling
 2019 Planter's Nuts Commercial - Nuts Modeling
 2019 "Fear The Walking Dead Season 5" TV series - Zombie Prop Modeling
 2019 Nike's "EPIC REACT FLYKNIT 2" Commercial - Shoe Modeling
 2018 Nike's "Paul George 3" Commercial - Shoe Modeling
 2018 "Us" Movie - Character Modeling

June, 2017 - Jan, 2018

Goblin Gamers Company Limited (CES Global) - Game Developer

- Sprint sheets management & Team Building
- Level design, Asset modeling & Texturing, Environment design for two Mobile Games
- Contributed in art direction

Projects :

2017 "Project War" MMO Mobile Game (By Goblin Gamer LTD) - Art Supervisor & 3D Artist
 2017 "Sengoku Romance" MMO Mobile Game (By Goblin Gamer LTD) - Art Supervisor & 3D Artist

Sep, 2015 - Jan, 2017

Dreambitious Studio (HK) - 3D Artist

- 3D Assets creation for a child based meditation game
- In game FX creation

Projects :

2016 "Focus" VR Child based meditation game - Contract 3D Artist

ACHIEVEMENT

Jan, 2017

Global Game Jam 2017 (Savannah, GA) - The Most Original Game Award
 3D Adventure Game "MicroWave Escape"
 - Responsible for Asset Modeling, Illustration & Game Development

Jan, 2018

Global Game Jam 2018 (Savannah, GA) - The Best Use Of Diversifiers Game Award
 3D Cooperative Platformer Game "A Vending Mission"
 - Responsible for Level Design & Trailer Editing

May, 2017

Savannah College of Art and Design - Digital Media Best 3D Game 2017 2nd
 VR Competitive Game "Will Of The Sea"
 - Responsible for Asset Modeling, Particle Effect and Optimization

2018

Savannah College of Art and Design - Dean's List honors Award

EDUCATION

Sep, 2020- July, 2022

Centre of Digital Media -

Master of Digital Media

Sep, 2013- June, 2018

Savannah College of Art and Design (Savannah) -

Bachelor of Fine Arts in Interactive Design & Game Development
Minor in Interior Design

Sep, 2011- Nov, 2013

Hong Kong Art School - High Diploma of Fine Arts (Sculpture)

Sep, 2010- June, 2011

National Taiwan Normal University - High Diploma (Group of Science)