

Software.Expertise

Proficient

Autodesk Maya 2015	xNormal	Marmoset Toolbag 2
Pixologic Zbrush 4R7	CrazyBump	Headus UV Layout
Adobe Photoshop CC	3D Coat	

Skillset

Character Modeling	Texturing	Retopology
Hard-Surface Modeling	Rigging	Rendering
Sculpting	Lighting	

Past.Experience

Temp. Product Designer@Yick F. Industrial (2014)

- Responsible for designing graphics for designer handbags and backpacks.
- Reported to seniors for feedback and reports.

3D Modeler@Social Gaming Startup (2012-2013)

- Created 3D character assets for a new mobile social gaming platform for the Unity gaming engine; ZBrush and Maya was utilized for texturing, rigging, and modeling.
- Worked with animators to standardize a topology method to use during the project.
- Participated in bi-weekly sprint planning meetings; estimating time and priority of design and implementation tasks for the team.

Web Developer@Rankfolio.com (2010-2011)

- Collaborated with a cross-disciplinary team of engineering and commerce students in creating a new voting-based Information website.
- Communicated with colleagues and created web assets using Photoshop.
- Generated weekly mockups of webpages, using Dreamweaver, to acquire feedback from teammates; HTML, CSS, XML, and Javascript was used.

3D Modeler@23.fx (2009)

- Worked in the Art Institute Visual Effects Team consisting of ~30 members; creating 3D models from concept art to simulate a real working environment.
- Provided a flexible modeling pipeline for concept artists while adhering to a tight schedule.

Education

The Art Institute of Vancouver (2007-2009)

Diploma for 3D Modeling for Animation and Games