

# Cindy Gao Liang

3D Artist

## CONTACT



626-315-4763



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## EDUCATION

- Bachelor of Art,  
Interactive Media and  
Game Design  
University of Southern California  
August 2021 - May 2025
  - Minor in Technical Game Art
  - Minor in 3D Animation

## SKILL

- 3D Modeling
- Rigging
- Texturing
- Shading
- Python Scripting
- Maya
- Blender
- Houdini
- Touch Design
- Unity Engine
- Unreal Engine

## LANGUAGES

- Spanish
- English
- Mandarin
- Cantonese

## PROFILE

A college student with a passion for Game Design, aspiring Technical Artist with a curiosity to break the boundaries of art and technology, with an emphasis on procedural animation, AI, VR/AR explorations. Experienced in Maya, Blender, and Houdini for world-building.

## PROJECT

- **3D Artist, Rigging, Texturing** July 2023 - May 2024  
Egregore, USC Games
  - Developed 3D models, costume rigging, and texturing of character concepts for the project using Maya
  - Developed an efficient pipeline for 3D technical art, such as rigging and animation cycles, to be integrated into Unreal Engine.
- **2D Environment Artist** April 2023 - September 2024  
Cards of Heart, GoodMind Games
  - Contributed as a 2D artist and created around 130 individual assets as well as environmental background illustrations.
  - Illustrated the complete map of the game of around 20,000 x 20,000 pixels.
  - Developed art pipeline to ensure cohesiveness of size correlation, style, and color.
- **UI/UX Designer** April 2023 - May 2024  
Oopz-Oof, Zoomies Game
  - created character and animal concepts and turnaround sheets for 3D modelers within the team.
  - created UI/UX prototyping using Adobe InDesign and Vector icons using Adobe Illustrator.
- **3D Environmental Artist** August 2024 - Present  
Prism of You, USC Games
  - Developing 3D environmental map, individual assets, and props to maintain cohesiveness for the project.
  - Compiling research for accuracy of concept illustrations and ideation for authenticity.
- **2D Environment Artist** May 2024 - Present  
Alibi, USC Games
  - Communicating between Engineers and Artists for efficiency and feasibility
  - Developed an art bible as a style guide for artists.
  - Illustrating backgrounds for various scenes.

## WORK EXPERIENCE

- **Front Desk Worker** May 2022 - May 2023  
USC Housing
  - Gained knowledge of front desk operations, including check-in/check-out procedures, switchboard operations, daily audits, and customer service protocols.
  - Resolved customer complaints and escalated issues as needed.