



Claire Oudea Gan Li

Technical Artist | Creative Developer

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<https://www.artstation.com/claireozzz>

Education

August 2020 - May 2024

SUTD (Singapore University of Technology & Design)

- Bachelor of Science (Design & Artificial Intelligence), Honours with Merit
- SUTD Global Merit Scholarship (Awarded to top 10% of cohort)
- Global Leadership Program (Exchange) @ University of California, Berkeley

 Fluent
 Fluent
 Advanced
 Beginner

Work experience

TECHNICAL ARTIST INTERN, Chateau pageot

May 2024 - September 2024

- Contributed to the company's unreleased AA internal project using Unreal Engine 5, Blender and Perforce for version control
- Significant contributions: improved environment assets through art direction and 3D modelling, created blueprints for procedural animation and generation of props, created dynamic materials for different effects (player proximity based, using VATS etc.), VFX creation using Niagara systems.

3D ARTIST, PART-TIME RESEARCH ASSISTANT, SUTD

March 2022 - December 2022

- VR setup in Unreal Engine 5, modelling (Blender) and animation (Unreal Engine) of car-interior environments to study user-car social interaction
- Conducted user studies and analysing data to improve and optimise solutions

Academic Projects

DUKENUS: VR Surgical Training GAME

August 2023 - May 2024

Technical Artist, 3D Artist, physics programmer, game developer

- Designed an operating theatre (Unity, Blender) with both outsourced assets & personally modelled props
- Implemented and adjusted blood VFX and soft-body packages in Unity for realistic surgical effects
- Was in charge of problem solving VR, render time, mesh optimisation and other 3D related issues

Spatial World: A 2.5D AI Control Generator

August 2023 - December 2023

ML Engineer/Designer, Group Leader

- Research and developed different pipelines and models to suit user needs
- Experimented with Gaussian Splatting, NeRF and other similar 3D mesh generators
- Used python to build a backend pipeline linking a Gradio interface to a React and ThreeJS app Led and managed the project as group leader

Corneal Transplant: Scrub Nurse simulator (GAMEJAM)

November 2023 - December 2023

Technical artist, game developer, 3d artist, Group leader


- Programmed and built a trolley set-up level in Unity
- Optimised environment and 3D assets in Blender for smooth render time on mobile phones
- A Functional prototype that was made for a "Game-athon" and completed in 1 week
- Led and organised the project as group leader

Skills C# | Javascript | HTML | CSS | Python



Other software I've used before: Unity, Maya, Adobe Photoshop & Premiere Pro

INTERESTS

Procedural Creation  / Psychological Horror Games  / Stylised 3D models  / Cool 3D websites  / Creative Writing  / Travelling 

ALL MY LINKS

PORTFOLIO: <https://www.artstation.com/claireozzz/>

GITHUB: <https://github.com/ClaireOzzz/>

LINKEDIN: <https://www.linkedin.com/in/claireoudea/>

A SHORT POEM TO FILL THIS SPACE

I happen to like this shade of purple

0 Recruiters

Am I grape or grunt?