

SIU MAN HO

Expected salary: \$15,000 - \$25,000 (negotiable)
Availability: After 1 June 2022

 [joesiu.github.io/portfolio](https://github.com/joesiu/portfolio)
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PROFILE

Passionate in 3D design and game development. Strong understanding of creating 3D assets for both offline rendering and for real-time game usage. Familiar with PBR workflows, and have experience in modeling, texturing, shading, lighting, rendering, and animation.

EDUCATION

Bachelor of Science In Creative Media (Games Stream)
City University of Hong Kong (2018-2022)

EXPERIENCE

3D Game Designer (Summer Intern) | 10botics Limited
2021/06 – 2021/08

- Create game ready 3D environments in Blender based on real life location
- Improve the gameplay for a Unity3D self-driving car simulator

Freelance 3D Artist
2019 – 2022

- Worked with multiple clients, jobs including model conversion, architecture visualization, environment modeling and short animation creation

SKILLS

Software

Unity3D	<div></div>
Blender	<div></div>
Photoshop	<div></div>
Maya	<div></div>
Substance Painter	<div></div>
Premiere	<div></div>
Illustrator	<div></div>

PROJECTS

[Bopulation](#) (Final year project)

A 3D side-scrolling sci-fi game for PC, most 3D assets are modeled in Blender, textured in Substance Painter, and lighting and material added in Unity3D

[Japan Alley](#)

A 3D time-lapse animation based on an alley in Kyoto, with over 200+ sales on CGTrader. Made with Blender, Substance Painter, Photoshop, and Premiere

[Final Class](#)

A 1-minute 3D photo-realistic animation made in Maya, Blender, Substance Painter, Photoshop, and Premiere

[Merge Screen](#)

A 3D split-screen game made in Blender and Unity3D, won the best "UI/UX" award at CityU SIG Playful Media Showcase

More projects and details on [joesiu.github.io/portfolio/artwork](https://github.com/joesiu/portfolio/artwork)