Jason Kwan

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3D Environment Artist

Profile

I recently graduated with a degree in 3D Modeling, Art and Animation from BCIT. During my 15 months of school, I discovered my passion in creating environments to deliver a story, along with beautiful, engaging visuals.

Skills

➤ Create terrain, structures, and props with minimal concept art
➤ Model clean, high and low poly assets with tidy UV layout
➤ Apply and create PBR texture maps with a keen eye for detail
➤ Adding detail such as lighting, animation, and sound
➤ A team player, organized, and meeting deadlines
➤ Fluent in English, Cantonese and conversational Mandarin

Software

➤ **Focus**: Maya, Unreal Engine, ZBrush, xNormal, Substance Painter, Photoshop, Premiere
➤ **Knowledgeable:** Arnold, Substance Designer, Substance B2M, After Effects, Nuke, World Machine

Education

British Columbia Institute of Technology   APR 2017 - JUN 2018
3D Modeling Art & Animation Diploma

Langara College   SEP 2012 - SEP 2015
Business Administration (BBA)

St. Francis Xavier   SEP 2007 - JUN 2011
Still Life Drawing and Chinese Language Graduate

Experience

Yokoyaya   FEB 2015 - MAR 2017
Sales Associate

Don's Restaurant (Calgary, AB)   JUL 2014 - AUG 2014
Waiter

Volunteer

S.U.C.C.E.S.S (Walk with the Dragon)   JUL 2016 - JUL 2016
Food Counter Attendant

Sir Winston Churchill Secondary School   SEP 2010 - JUN 2012
Cafeteria Assistant and Recycling Club