

ASH CHO CHIA YUEN

ASPIRING 3D CHARACTER ARTIST

CONTACT

- 813-263-5257
- ash.cho.cy@gmail.com
- Orlando, FL
- artstation.com/spacelily
- linkedin.com/in/ashccy
- spacelilith.itch.io/

SUMMARY

I am an enthusiastic and dedicated individual who consistently puts forth my best effort. I am heavily interested in learning Blender and aspire to be a 3D character artist. With a strong aptitude for learning and quick adaptability, I am eager to contribute my skills to your organization.

EDUCATION

2022-2026
UNIVERSITY OF CENTRAL FLORIDA

- B.A. in Digital Media
- GPA: 4.0

SKILLS

- Communication
- Attention to detail
- Customer service
- Teamwork/collaboration
- Learning/adapability
- Organization

SOFTWARE

- Autodesk Maya 2025
- Substance Painter 2025
- ZBrush 2025
- Unreal Engine 4 & 5
- Unity 2025

LANGUAGES

- English: Fluent
- Dutch: Basics
- Spanish: Basics

WORK EXPERIENCE

- Spirit Halloween** AUGUST 2025-CURRENT
Sales Associate
- Helped set up store, managed customer loyalty, and maintained store organization.
- Hot Topic** JULY 2025-CURRENT
Sales Associate
- Managed customer loyalty and maintained store organization.
- Miniso** JUNE 2024-JULY 2025
Shift Lead
- Attended to customer purchases and managed store organization.
- Custom Classics Collison** MAY 2024-JUNE 2024
Data Entry [Remote]
- Validated Claims details (part prices and sublet work) to assure the collision repair facility received the correct amounts owed for completed repair jobs.
- Fresh Prints** FEBRUARY 2024-MAY 2024
Campus Manager [Remote]
- Recruited clients and facilitated the creation of custom apparel.
- Plato's Closet Brandon** APRIL 2022-AUGUST 2022
Sales/Buyer MAY 2023-JULY 2023
- Assisted customers in locating specific clothing, took in and sold clothes, and general store management.

PROJECTS

- Pursuit of Knowledge** MARCH 2025-APRIL 2025
Cloudweaver Studios ~7 Week Development Cycle | Team of 7
- Developed with Unity for PC.
 - Created ten, simplistic-style, 3D environmental assets using Autodesk Maya.
 - Textured Assets using Substance Painter.
 - Created 2D static and animated UI elements using Procreate.
 - Sketched 2D Concept Art digitally using Procreate.
- Stowaway** FEBRUARY 2025-MARCH 2025
Stowaway Studios ~4 Week Development Cycle | Team of 6
- Developed with Unity for PC.
 - Created and textured five, simplistic-style, 3D environmental assets with Autodesk Maya.
 - Asset textures drawn in Procreate.
 - Created 2D UI elements using Procreate.
- Froggy Frolic** JANUARY 2025
Independent Project 1 Week Development Cycle
- Developed for Web.
 - Created a short, pixel-style, 2D, adventure game using bitsy.
- Piggy's Coin Quest** FEBRUARY 2024
UCF Arcade Jam 2 Day Development Cycle | Team of 5
- Developed with Unity for PC.
 - Created 2D pixel sprites with multiple animations using Piskel for the UCF Game Development Knights 2024 Arcade Game Jam.