ASH CHO CHIA YUEN

3D ENVIRONMENTAL ARTIST

CONTACT

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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 environmental 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-NOVEMBER 2025
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
MAY 2023-JULY 2023
Sales/Buyer

- Assisted customers in locating specific clothing, took in and sold clothes, and general store management.

PROJECTS

Coldsnap   SEPTEMBER 2025-CURRENT
Icebreaker Studios   ~32 Week Development Cycle | Team of 13
3D Environmental Artist

- Modeled, unwrapped, and textured three mid-poly 3D environmental assets.
- Created a modular kit for environment dressing.
- Sketched 2D Concept Art digitally.

Fearosis   AUGUST 2025-CURRENT
Head or Tail Studio   ~16 Week Development Cycle | Team of 7
2D UI Artist

- Created 186 2D, pixelated, and static UI elements.
- Sketched 2D Concept Art.

Pursuit of Knowledge   MARCH 2025-APRIL 2025
Cloudweaver Studios   ~7 Week Development Cycle | Team of 7
3D Environmental Artist

- 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.