

CHI SU

Environment Artist/VR Artist



» EXPERIENCE

SEP 2017
|
PRESENT

Schuco USA LLLP

3D Animation Intern

- Create realistic 3D environment for VR architectural visualization experience.
- Design the environment from blocking out the big shape, choosing color scheme, to building the light and adjusting post-processing effects.
- Work closely with other animators, designers, and engineers to achieve technically accurate and visually compelling architectural animation in a fast-paced agile environment.

AUG 2017
|
DEC 2017

Veritex Studios

Prop Artist

- Built hard surface 3D models of weapons.
- Designed and created modular props and added iteration to minimize repetition.

JUN 2016
|
DEC 2016

DG Interactive

Intern

- Retopologized high-resolution models and generated clean and low-resolution models.
- Generated clean UV maps and PBR textures.

OCT 2015
|
FEB 2016

Sany Realty Group

Graphic Designer

- Responsible for creating real estate ads for social media on various platforms and devices.

» CONTACT

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Woodside, NY 11377

» EDUCATION

School of Visual Arts

MFA / Computer Art

Sep 2015 - May 2017, New York

» SOFTWARE

Maya, Unreal Engine 4,
Unity, Substance Painter,
Substance Designer, Nuke,
Photoshop, Illustrator,
After Effects, Marvelous
Designer, Speed Tree,
ZBrush

» SKILLS

Modeling



Texturing



UV Mapping



Environment Planning



Collaboration

