

CHI SU

3D ARTIST / ENVIRONMENT ARTIST

Portfolio: <https://chisuart.github.io/>

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Experience

Veritex Studio / 3D artist

06/2017 - Present, Remote

- Worked closely with teammates from other departments to make 3D assets and environment to be as compelling as they can be.

DG Interactive / Intern and CG generalist

06/2016 - 02/2017, New York

- Tasks included conceptualizing environment plan, creating realistic 3D assets, texturing, lighting, animation, and making character rigs.
- Retopologized high-resolution models and generated clean, new low-resolution models.
- Generated clean UV maps and PBR textures.

Sany Realty Group / 2D Graphic Designer

10/2015 - 01/2016, New York

- Used Illustrator to create real estate ads and boosted click rates to 15%.
- Designed professional Power Point Slides for presentation.

The Art School / Instructor

05/2013 - 02/2014, Taipei

- Facilitated students during the preparation for art programs in college.
- Created daily lesson plan for drawing and watercolor painting classes.

Skills

Software

Proficient - Unreal Engine, Maya, Substance Painter, Substance Designer, ZBrush, Modo, Photoshop, Illustrator, After Effects, xNormal

Working Knowledge - Unity, Final Cut Pro, SpeedTree, Marvelous Designer

Computer Language - Blueprints, Python, HTML, CSS

Exhibition

SVA Selected Works Festival - Linwood Dunn Theatre, Los Angeles, 2017

Fluid Horizon - Chelsea Gallery, New York, 2017

A World in a Grain of Sand - Lungshang Gallery, Taipei, 2014

Education

School of Visual Arts / MFA Computer Art

09/2015 - 05/2017, New York

Language

• **English** / Fluent

• **Chinese Mandarin** / Fluent