



DARREN GAN WEI-SHARN

3D GAME ARTIST | CHARACTER & ENVIRONMENT



Darren Gan



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ABOUT ME

Game Development student specializing in 3D modeling for characters and environments. Actively developing skills in character rigging, animation, and 2D art while exploring new workflows and techniques to improve creative output. Motivated learner with hands-on experience in both technical and artistic aspects of game production.



TECHNICAL SKILLS

3D CHARACTER MODELLING

EXPERIENCE

1 YEAR

Softwares: Blender, Zbrush, Substance Painter,

- Created several characters for game jam and university projects
- Character sculpting using industry standard workflow
- Basics of custom human skin materials and high-to-low poly baking workflows

3D ENVIRONMENT MODELLING

EXPERIENCE

4 YEARS

Softwares: 3DsMax, Substance Painter,

- Created numerous game-ready props and environments
- Experienced in modelling both low-poly and semi-realism styles
- PBR material setup and texture workflows

2D ASSET CREATION

EXPERIENCE

1 YEAR

Softwares: Aseprite, Krita

- Sketched concept art for character models
- Drew pixel-art tilemap assets

GAME ENGINE INTEGRATION

EXPERIENCE

1 YEAR

Softwares: Unity

- Character animation setup and rig testing
- 2D tilemap placement and level layout
- Basic UI menu setup and configuration

Softwares: Photoshop, Capcut/

- Designed UI mockups proposing future QOL updates for an existing game
- Created base design and layout for card game project
- Basic video editing for presentation and personal mini projects

EDUCATION

BSc (Hons) in Computer Games Development

Asia Pacific University
2024 - Present
Year 2 CGPA 3.65

TRAITS

- Meticulous
- Proactive
- Adaptability

LANGUAGES

- | | |
|-----------|----------------|
| • English | Native |
| • Malay | Fluent |
| • Chinese | Conversational |



GAME JAM EXPERIENCE



INDIE GAME
JAM
APR 2025



Game: Assimilation

- Won first place for Indie Game Jam 2025
- Lead 3D modeller in charge of low-poly cyber-insect models and other key environmental assets
- Responsible for coordinating task delegation and asset production



RED GAMES
JAM
JUL 2025

Game: Too Hot For Bam

- 2D artist in charge of drawing AirAsia Buds sprites and other key prop assets
- Designed the UI layout and establish the flow of menus and HUD elements.



MAGICAL GIRL
GAME JAM #12
AUG 2025 - SEP 2025

Game: Sugar Slasher

- Lead 3D modeller in charge of low-poly cyber magic girl character and her broom/weapon
- Set up skeletal rigging for the character and broom, then integrated animation into Unity engine



WORKSHOPS & TALKS



PSSMY
BEGINNER
TRAINING
PROGRAM [ART]
NOV 2024 - DEC 2024

Workshop for Game Asset Optimization

- In this 4-day online workshop, learned industry-standard workflows for asset production, including topology optimization and polygon reduction techniques.
- Gained hands-on experience in reducing polycount while preserving visual quality and performance efficiency.



SAMSUNG
LEADERSHIP
TALK
OCT 2025

University Hosted Leadership Talk

- Organised and hosted a university collaboration session with Samsung, focusing on internship opportunities and leadership development and internship awareness
- Secretary in charge of scheduling and coordination between the organising team and Samsung representatives.



WORK EXPERIENCE



**Freelance for B&N Design
Associate Sdn. Bhd.**
May 2023 - Present

- Create 3D room environments from design sketches and floor plan drawings
- Setup structural elements and environment lighting for photorealistic rendering



REFERRALS

Dr. Lai Ngan Kuen [Full-Time Lecturer]

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INTERESTS



gaming



editing



trekking