

Software

Autodesk Maya
ZBrush
Autodesk Mudbox
3DCoat
Substance Painter
Substance Designer
Adobe Photoshop
Adobe Creative Cloud
Marmoset Toolbag
Unity
Unreal Engine
Microsoft Visual Studio
Eclipse
Microsoft Office
Sourcetree
Github
BitBucket

Programming Languages

C#
Java
JavaScript
C++
HTML5
CSS
HLSL

Skills

3D Modeling
UV Unwrapping
Texturing
(Handpainted, PBR)
Technical Art
Animation
Rigging
UI/UX
Game Design
Programming
Source Control

Work Experience

Unity Developer, US Department of Defense
Fort Gregg-Adams, VA

May 2020 - Present

- Provide technical guidance and collaboration with contractors in developing Unity-based training simulations for military applications.
- Design and wireframe user interfaces, ensuring intuitive and user-friendly UI/UX experiences utilizing Unity's Canvas System and C# scripting for interactive gameplay.
- Develop and optimize asset pipeline workflows to boost team efficiency and productivity.
- Create photorealistic 3D models and PBR atlas textures using Maya and Substance Painter, script custom shaders with HLSL, and integrated assets into Unity.

Technical Artist Freelancer, [Pomsky Games](#)

Remote

June 2022 - Present

- Craft an immersive and visually captivating low-poly 3D environment in Unity, aligning with the project's creative direction.
- Develop custom shaders utilizing Shadergraph, optimize lighting with lightmaps, and implement dynamic particle effects using Unity's particle system.
- Model low-poly assets, ensuring optimal performance and visual quality.

3D Developer, [Cedar Band Corporation – Suh'dutsing Telecom](#)

Fort Gregg-Adams, VA

December 2018 - May 2020

- Engineered Unity builds to educate and empower US soldiers across multiple platforms, including Android, iOS, and WebGL.
- Architected and executed project workflows, designed UX/UI interfaces within Unity's Canvas System, and implemented data parsing techniques using FileIO and StreamingAssets.
- Developed optimized asset creation strategies, including photogrammetry, texture atlasing, PBR workflow resulted in streamlined product development and enhanced performance.

Game Design Intern, [Wooga](#)

Berlin, Germany

April 2017 - November 2017

- Conducted research on Match3 mechanics of competitors games, documented insights to enhance design strategies and gameplay experience.
- Utilizing the company's proprietary engine to design Match3 levels, and scripted JavaScript function in Google Spreadsheet to automate populating config files and error detection.
- Playtested games extensively to identify and document bugs, generating bug tickets for the development team.

Personal Projects

Flicker Fortress — <https://aquilateam.itch.io/flickerfortress>

Flicker Fortress is a 3D puzzle platformer where the player controls a character, Flicker, a firefly capable of melding with electrical devices. I created character models, mechanical assets, and props using Maya and 3DCoat. Utilized HLSL to create custom shaders, implemented particle effects, and optimized assets in Unity. Designed the UI/UX, levels, and scripted game mechanics.

Galactic Clapback — <https://j4312.itch.io/clapback>

Developed a mobile bullet hell game where players dodge and parry enemy spaceships for Android using Unity. As the sole artist, I created all 3D models, UI elements, and visual effects, using Shader Graph to develop custom shaders that enhanced the game's aesthetics. I also designed and programmed the shop and lottery system, providing players with a gacha mechanic.

VRsus guARDian

Worked on VRsus guARDian, an immersive game featuring a thrilling cat-and-mouse chase using AR and VR systems. As the lead artist in a talented team of RIT students, we created captivating low-poly assets that aligned with the creative director's vision. I established our production pipeline, monitored project milestones, and integrated assets into Unity to ensure seamless gameplay.

Education

Rochester Institute of Technology (RIT)

Rochester, NY

August 2013 - May 2018

Bachelor of Science in Game Design and Development

GPA: 3.89/4.00

Minor in Modern Languages: Chinese

Summa Cum Laude

RIT Honors Program

Extracurricular Activities

GDC Conference Associate

San Francisco, California – 2018, 2019

