

ALAN HUANG

3D ENVIRONMENT ARTIST

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About Me

Currently seeking a position as a 3D environment artist, I am a focused and self-motivated individual with a passion for gaming and is proficient in working under pressure while achieving high-end results. I also possess strong leadership skills and is able to work in both a team environment and independently.

Work History

December 2008 - December 2010

XPEC Entertainment, Taipei Taiwan

3D Environment Artist

- Created 3D environment models and textures and environment lighting for *Shrek Forever After: The Game* (PS3/XBOX360/Wii)
- Worked on modeling and texturing of environment props for unannounced Next-Gen title
- Assisted online game team as Character Artist for an unannounced online game

December 2009 - March 2010

Freelance work, Taipei Taiwan

3D Artist

- Created 3D environment art props and assets for various popular online games

January 2008 - July 2010

Ubiq Visuals, Surrey BC

Intern

- Created 3D environment models, textures and in-game previs based on concept drawings
- Designed game levels using Torque Construction

March 2005 - April 2007

Vancomp Computers, Vancouver BC

Sales Technician

- Demonstrated competent customer service skills and was the top salesperson for several months
- Led a team of junior technicians in building customized machines for various clients

Education

March 2006 - April 2007

British Columbia Institute of Technology (BCIT)

Digital Animation Program

2003 - 2005

Coquitlam College

General Arts

Softwares & Technical Skills

- AutoDesk Maya
- AutoDesk 3D Max
- Pixologic Z-Brush
- Adobe Photoshop
- Unreal Game Engine SDK
- Lux Game Engine
- Discrete Combustion 4
- Adobe Dreamweaver
- Microsoft Word, PowerPoint and Excel
- High and Low Poly Modeling
- Normal Mapping
- Poly Reduction
- Creating Props for Next Gen specs
- Experience with Unreal Engine 3