

EMILY CHEUNG

3D ARTIST

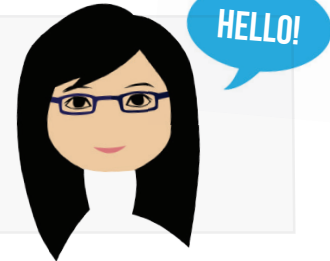
LIVERPOOL, UK

CONTACT

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ME

I always knew I wanted to work with art and be in a creative industry. When I was growing up I was so inspired by the art involved in making games and animations that I knew digital art was my calling. As my knowledge and skills grew, I specialised in 3D and I'm eager to make awesome art for fun games!



WORK

3D Artist

Jun 2013 - Present

Draw & Code www.drawandcode.com

I work within a small team of artists designing and creating art for AR apps and games, VR demos and projection mapping. My tasks can include all aspects of 3D asset creation from start to finish, including concept design and Unity asset implementation.

Projects:

Swapbots - 3D characters and environment assets for an augmented reality toy and mobile game.

Merge Cube - 3D character and environment assets for two mini-games for the AR soft toy.

Nokia - Environment assets for an immersive motion controlled space game.

Companion - 3D character and environment assets for an AR & VR collaborative game demo.

Freelance

Nov 2011 - Jan 2012

Murals Wallpaper www.muralswallpaper.co.uk

Editing photos for customisable backgrounds for the website.

EDUCATION

BA Computer Animation [2:1]

University of Teesside 2009-2012

Middlesbrough

Intro to Environment Art

Computer Graphics Master Academy

Autumn Term 2017

SOFTWARE

Maya	Advanced
Photoshop	Advanced
Unity	Developing
Substance Designer	Developing
Substance Painter	Developing
ZBrush	Developing
3DS Max	Basic

SKILLS

- 3D modelling
- UV Layout
- Sculpting
- Texturing
- PBR
- Lighting
- Rendering
- Concept design
- Rigging
- Animation
- Graphics
- Video editing

OTHER

BAFTA Crew Games 2017/18

Member

GDC Europe 2015 & 2016

Conference Associate

LJMU Game Jam 2015

Judge

INTERESTS:

