



# EMILY CHEUNG

## SENIOR 3D ARTIST

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Hello! I'm a 3D artist with over 10 years experience working in immersive games and experiences. Most recently I worked on ZA/UM's Zero Parades, Thief VR: Legacy of Shadow and Starship Troopers: Continuum. I love crafting rich vibrant worlds full of personality and atmosphere, bringing my proficiency for creating performant art that balances visual quality with technical budgets in highly collaborative and dynamic teams.

### SHIPPED TITLES

- **ZERO PARADES (2026)** - PC and PS5
- **THIEF VR: LEGACY OF SHADOW (2025)** - Quest 3, PSVR2, Steam VR
- **STARSHIP TROOPERS: CONTINUUM (2024)** - Quest 2, 3, PSVR2
- **UNDER COVER (2024)** - Quest 2, 3, Pro

### EXPERIENCE

**Freelance 3D Artist** / JAN 2025 - PRESENT

**ZA/UM STUDIO** / SEP 2025 - DEC 2025

- Supporting environment development, including asset texturing in the signature ZA/UM style, NavMesh and collision work, interactable assets and bug fixing in Unity.

**TWO TAILS** / SEP 2025 - DEC 2025

- Modelled and implemented stylised assets, set dressing, and lighting in Unity within tight scheduling constraints for an indie horror game PC demo.

**MAZE THEORY** / MAY 2025 - OCT 2025

- Developed the final boss level of the game from blockout to final polish, including environment sculpting, procedural material creation, spatial planning, scene composition, lighting and atmosphere.
- Supported environment and prop creation and implementation in Unity, including light baking, LODs, NavMesh, occlusion culling and other bug fixing.

**UNANNOUNCED STUDIO** / JAN 2025 - MAY 2025

- Responsible for modelling high quality PBR unique assets and developing modular kits for a platform holder VR prototype.
- Advised on VR development best practices and implementation within Unity.

### SOFTWARE

MAYA  
BLENDER  
PHOTOSHOP  
ZBRUSH  
SUBSTANCE DESIGNER  
SUBSTANCE PAINTER  
UNITY  
UNREAL

### SKILLS

3D Modelling & UV Unwrapping  
Modular Workflows  
PBR Texturing  
Hand Painted Texturing  
Procedural Materials  
Sculpting  
Engine Implementation  
Lighting  
Optimisation  
Concept Design  
Graphics & Motion Design  
Version Control  
Agile Workflow & Jira

### EDUCATION & QUALIFICATIONS

#### ALLYSHIP & MENTORING

**CPD Certification**  
2026

#### CG MASTERS ACADEMY

**Intro to Environment Art**  
Autumn Term 2017

## Senior 3D Artist / XR GAMES LTD / MAR 2023 - DEC 2024

- Collaborated with the art team to ensure a high visual standard, share techniques, feedback and iterate on work.
- Took responsibility of the level "Night Mantis" from blockout to final polish, including coordinating with level design for gameplay flow, sculpting terrain, set dressing and environmental storytelling, scene composition, lighting, optimisation and bug fixing.
- Created stylised PBR modular and unique assets, such as buildings, vehicles and props. Designed and utilised trim sheets and tiling textures where possible.

## Senior Environment Artist / SIGTRAP LTD / JAN 2022 - JAN 2023

- Designed and created modular assets and unique props within VR hardware technical budgets.
- Created stylised pixel trim sheets, atlases and tiling textures.
- Worked with the level design team for unified art and gameplay.
- Unity set dressing, optimisation, lighting and post processing.

## Senior Environment Artist / OXFORD VR / JUL 2018 - SEP 2021

- Projects: *GameChange VR* (VR therapy treatment for psychosis) and *Fear of Heights* (VR therapy for acrophobia).
- Collaborated with the programming and clinical psychology teams to design and create immersive environments for mental health therapy treatment in VR.
- Developed projects for clinical trials, taking into consideration the comfort and accessibility of prospective patients.
- Modelled, textured and optimised VR ready assets, Unity implementation, scene building and lighting.

## 3D Artist / DRAW & CODE / JUN 2013 - JUL 2018

- Projects: *Terracotta Warriors Exhibition* for Liverpool's World Museum, *Swapbots* (augmented reality toy and mobile game), Christmas projection show for Liverpool city centre.
- Delivered projects for clients in a fast paced environment while adapting to different needs and requirements under tight deadlines.
- Demonstrated versatility while working across diverse tech, including designing and creating assets for AR apps, VR experiences, and working in experimental technologies such as 3D scanning, 3D printing and Toys-to-life.
- Created high-poly 3D assets, rigging, animation, and 2D motion graphics for projection mapping and pre-rendered cinematics used in large-scale events and exhibitions, including the design of wooden structures, and immersive exterior building and dome interior projections.

## UNIVERSITY OF TEESSIDE

### BA Computer Animation

September 2009 - July 2012

## OTHER

### Limit Break

MAY 2025 - NOV 2026

Mentoring people from marginalised backgrounds within the games industry

### MetStudios Brighton

JAN 2025

Masterclass to students on breaking into the industry from a 3D artist perspective

### BAFTA Crew Games

2017 - 2020

Professional development and networking programme

### GDC Europe

2015 - 2016

Conference associate supporting operations for the running of the conference at the Cologne Congress Centre

## LANGUAGES

English - Native

Cantonese Chinese - Fluent

Mandarin - Basic

Japanese - Basic

## INTERESTS

 ARTS & CRAFTS

 MUSIC

 MOVIES & TV

 READING

 GAMING

 PHOTOGRAPHY

 TRAVELLING

 FOOD