EMILY CHEUNG

EXPERIENCED 3D ENVIRONMENT ARTIST

www.emilycheung.co.uk 🌐
emilycheung3d@gmail.com ✉
linkedin.com/in/echeung3d/ 💼
(+44) 7708331326 📞
@emzikat 🐦

Hello! I'm a 3D environment artist with more than 9 years of experience working on games and experiences for VR, AR and mobile. I have a love for crafting vibrant and artistic immersive worlds.

EXPERIENCE

SIGTRAP LTD / Freelance Environment Artist

JANUARY 2022 - PRESENT

- Working closely with the Art Director and art team to maintain a cohesive art style, share techniques and iterate on work.
- Designing and creating modular assets and unique props within the technical budgets of the Oculus Quest 2.
- Creating stylised trim sheets and tiling textures.
- Collaborating with the level design team for unified art and gameplay.
- Unity set dressing, lighting and post processing.
- Working with the team to define and track tasks, and meet key milestones.

OXFORD VR / Senior Environment Artist

JULY 2018 - SEPTEMBER 2021

- Collaborated with the programming and clinical psychology teams to design and create immersive environments for mental health therapy.
- Created concepts and blockouts to final environments.
- Modelled, textured and optimised assets for Oculus Quest and Rift.
- Asset implementation, scene building and lighting in Unity.
- Agile workflow and task management in Jira.

DRAW & CODE / 3D Artist

JUNE 2013 - JULY 2018

- Responsible for designing and creating game ready assets for AR and VR experiences and demos.
- Worked in experimental technologies such as 3D scanning, 3D printing and Toys-to-life.
- Modelled high poly assets, rigged and animated for projection mapping and pre-rendered cinematics.

EDUCATION

CG MASTERS ACADEMY / Intro to Environment Art
Autumn Term 2017

UNIVERSITY OF TEESSIDE / BA Computer Animation
September 2009 - July 2012

SOFTWARE

MAYA
PHOTOSHOP
UNITY
SUBSTANCE DESIGNER
SUBSTANCE PAINTER
ZBRUSH
UNREAL ENGINE

SKILLS

3D Modelling & Unwrapping
PBR Texturing
Hand Painted Texturing
Procedural Materials
Sculpting
In-Engine Scene Setup & Lighting
Concept Design
Graphics Design
Version Control
Agile Workflow & Jira
Organisation & Time Management

ADDITIONAL

Apart of Me *(charity)*
Volunteer Environment Artist
2021-2022

BAFTA Crew Games
Member *2017 - 2020*

GDC Europe
Conference Associate *2015 - 2016*