

Summary

Passionate 3D Artist. Skilled in high-quality 3D modeling, UV unwraps ,texturing, rendering;
Focusing on high-quality 3D modeling for character, hard surface modeling, environment, and props.

Reel/Website

Artstation | <https://www.artstation.com/syuanwu> Website | <https://wuyasyuanart.carbonmade.com/>

Skills

- Organic Modeling, Hard Surface Modeling, Props Modeling,
 - Texturing, Rendering, Digital Painting.
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Software Proficiency

- Autodesk Maya, Zbrush, Mudbox, Mari, Substance painter, Photoshop, Vray render.
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Work Experiences

3D Artist | 2020

IGG Inc.

- Work on Character Modeling in Maya, and Texturing in Substance Painter.
- Environment layout and lighting in Unity.

Graphic Designer | 2015

HesHen Co. ,Ltd., Taiwan

- Advertising design for fashion
 - Design in Adobe Illustrator
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3D Modeling Projects

- **3D modeler. Tsubaki** | 2019
 - Created stylized character, environment model.
 - 3D modeling in Maya, sculpted in Zbrush
 - Texturing in Substance Painter, set up lighting and rendered in Vray
 - **3D modeler. XXX Universe!** | 2018
 - Created stylized character, creature, spaceship
 - Rig for posing.
 - **Graphic Designer. Interior design Project.** | 2015
 - Created 3D modeling for showroom.
 - Texturing.
 - **Takinoracing Co.,Ltd. 3D Rollerblade Project** | 2014
 - Created hard surface modeling.
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EDUCATION

- **Academy of Art University** | San Francisco, CA 2019
MFA in 3D Modeling of Animation & Visual Effects
- **ChienKuo Technology University** | Taiwan 2014
Bachelor of Design of Digital Media department