

SOON AUN LIAW

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SKILLS:

- Proficient in creating high-quality 3D models for real-time 3D games
- Understanding of game art production pipelines (high/low poly baking, PBR materials, UV sets)
- Proficient in Hard Surface modeling
- Excellent experience with Unreal Engine 4 (materials, lighting, post-processing, asset management, etc.)
- Good experience with Quixel Suite
- Ability to work collaboratively, communicate with various team members, and meet deadlines
- Ability to take orders and willingness to learn and improve

SOFTWARE EXPERIENCE:

- 3DS Max
- Unreal Engine 4
- Quixel Suite (NDO, DDO, 3D0)
- Adobe Photoshop
- Marmoset Toolbag
- Handplane
- Knald
- Unity

EDUCATION:

Bachelor of Science in Computer Science

August 2012 – May 2016

Gannon University, Erie, PA

GPA: 3.8

EXPERIENCE:

Studio Transcendent

December 2016 - Present

- Freelance Environment/Prop Artist
 - Remastered old assets from Unity to Unreal
 - Designed levels for VR
 - Modeled/textured various props for different VR experiences
 - Work/Collaborate with various team members in different projects

SkellyCrude

November 2016 – December 2016

- Freelance Environment/Prop Artist
 - Level creation from white-box to production
 - Modeled/textured various props for levels

Untitled Indie Game (Unreal Engine 4)

May 2015 – March 2016

- Blueprint Programmer, Level Designer, Environment Artist
 - Developed various blueprints inside Unreal Engine 4 for gameplay and visual purposes
 - White-boxing levels for gameplay testing
 - Modeled early prototype models for fleshing out art style

Beyond Boulder Dome - Fallout 3: New Vegas mod

March 2012 – August 2012

- Prop Artist
 - Assisted in modelling and texturing various props and environment assets to be used in the Gamebryo engine

OTHER EXPERIENCE:

Gannon University

February 2015 – May 2015

- Research Assistant
 - Designed and developed code to obtain radio signal strengths from sensor motes into a computer and tabulate the raw data into a grid
 - Assisted in research and writing documentations on usage of the system and its requirements