

## **Te-Jui Darren Chiu**

Character Artist/MultiMedia/Illustration/Design

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## **Software Experience**

Adobe Photoshop

Clip Studio Paint

Autodesk Maya

Pixologic Zbrush

Quixel Suite/Ndo/Ddo

Allegorithmic Substance Painter

Allegorithmic Substance Design

Marmoset Tool Bag

TopoGun

XNormal

CrazyBump

## **Work Experience**

### **Microsoft Inc.**

*Contracted through TEKsystems Agency*

**Sept. 12th 2017 – Present**

Character Artist/Multi-media

#### **Xbox Avatar Team**

- Providing art direction to multiple outsource vendors responsible for producing **Xbox Avatar** concept art and 3d production, ensuring consistent design value, quality, and functionality with other customization categories.
- Tasked with polishing 3D assets on all customization category, from cleaning up geometry edge loop, UV mapping, and finalizing texture output created by outsource companies.
- Creating virtual guidelines in Autodesk Maya's production space for **Xbox Avatar** customization system across preconceived 18 asset categories, with more than 20 sub-categories, 15 prefabricated body types, for outsource production and user-generated content in Autodesk Maya. Assuring that each category has their respectful space for production and creative needs while clarifying the limitations for functionality. This process has been collaborative and progressing iteratively with engineers, tech-artists, and with feedbacks from outsource and on-site production notes.
- Assisted in providing production documentation for outsourcing, accompanied with visual

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guides developed with 3d fabrication or 2d created manuals.

- On the production floor, with approved budget with on-site artists, I have been appointed as active art directing for our on-site Design team and Dev team, ensuring consistent art aesthetics and design as we move closer to ship.

## ***5th Cell Studio***

**April 16, 2013 - March 15, 2016**

Bellevue, WA.

*3D character Artist/Senior 3D character artist*

- Active in interpreting and fabricating from 2D painted conceptual art to 3d models in multiple categories of characters, creatures, armors, and environment props on multiple projects.
- Virtual development consisted of 3D modeling, hi-resolution 3D sculpting, map/texture baking and development, material production and prototyping with Marmoset in concurrent to development and honing, at the time, in-development in-house-engine shaders and materials up to industry standards and beyond.
- Provided communication and collaboration with design and concept art team in visual development and interactive functionality.
- Between 3D production hiatus, due to lack of production tasks or shifting project visions, I have had the wonderful chance to be included in visual development through 2D concept and 3D prototyping.

## ***ArenaNet, Inc.***

**November 2008 – March 2013**

Bellevue, WA.

*Creature Artist/Character Armor Customization Artist/3d generalist artist*

- Defined interpretive 2d conceptual art into 3d assets in the virtual space from categories ranging in creatures, customizable armor sets, weapons, and environment props on ***Guild Wars 2*** production teams.
- Virtual development consisted of 3d modeling, hi-resolution 3d sculpting, map baking, material development and honing, rigging, skinning, building unique rigs for props that will need support of physics and/or animation, animating these rigs I had developed for specific assets across multiple categories in interactive space.
- Also demonstrated conceptualizing and designing weapon sets, and ergo creating them into 3d assets.

## ***Fantization Miniatures***

**August-2010 – 2017**

California (Remote assignments)

Conceptual freelance commission work for table top models.

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### ***Flying Lab Software***

**September 2006 – September 2008**

Seattle, WA.

- Assumed responsibility in conceptualizing and designing Privateering Attires for our prefabricated customization system, visualizing jolly NPC's (non-playable characters) populating diverse rich environments, and producing these designs into virtual 3D object. all for the interactive game called ***Pirates of the Burning Sea.***
- Developed 3D assets from concept art and historic research for characters customizations and NPC's ***on Pirates of the Burning Sea***
- Visual development and prototype fabrication for ***un-announced titles.***

### ***Trebucks Maintenance***

Seattle, WA.

2003 - 2007

- Assured quality in parallel with expectations in the maintenance of Office Buildings in the city of Seattle. Responsibilities over entry ways, elevators, cafeteria with kitchen, miscellaneous eating areas, kitchen storage area, and restrooms.

### ***Art Institute of Seattle***

Seattle, WA.

2006 - 2007

Active in Peer Tutor.

### **Shipped Interactive Game Titles**

Guild Wars 2 (NC Soft, 2012)

Pirates of the Burning Sea (SOE; 2008)

### **Education**

The Art Institute of Seattle (2004 – 2007)

Bachelor's of Fine Arts in Multimedia and Animation, BFA