

Merwyn Lim

Digital Artist

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Australia
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ACHIEVEMENTS

Outstanding Game Artist
AIE Sydney 2014

1st Place Design & Technology
Parramatta Marist High 2005

SOFTWARE Experience

Maya, 3D Coat, Photoshop, After Effects, UDK, UE4, Unity, Marmoset Toolbag, xNormal, Quite Suite, Perforce, Zbrush, Modo, Flash, Adobe Premiere, nGui, Substance, Asana, Togg

INTERESTS

Fine arts, Illustration, Photography, Comics, Music, Astrophysics, Astronomy, Robotics, Artificial Intelligence, Computer Hardware

REFERENCES

Trent Cabban (3D Artist)
+614 2439 9470
Trent.cabban@gmail.com

Matthew Gilchrist (3D Artist)
+614 7850 5836
Matthew.Gilchrist.3d@gmail.com

Matt Barker (Game Art Teacher)
+614 3291 4963
mattb@aie.edu.au

OBJECTIVE

Experienced 3D Artist looking to further my skills and knowledge. As I continue to improve my skills with personal projects, I'm seeking a role in a professional studio environment where I may be able to contribute to a team.

WORK EXPERIENCE

- 3D Artist** November 2014 – May 2015
Ineni Realtime
- Convert architectural drawings & Revit models into optimized game-ready assets for use within Unreal Engine 4.
 - Create realistic materials & textures for various architectural and fit-out models.
 - Work closely with the development manager & other artists to develop cutting edge visualization solutions for clients.
 - Respond to critical feedback provided by the client & project manager.
 - Implement changes & assets in an efficient manner to meet deadlines.
 - Set dressed various levels based on architectural drawings & concept renders provided by clients.

EDUCATION

- Professional Game Development - Game Art (Advance Diploma)**
Academy of Interactive Entertainment(AIE), Sydney 2013 - 2014
- Media Arts - Film & Digital Arts (BA)**
University of Sydney. Sydney College of the Arts 2007 - 2011
- Fundamentals of VFX (Short Course)**
Metroscreen 2010
- Design - Visual Communication (BA)**
University of Western Sydney 2006 - 2007

Skills

- Strong understanding of modular asset workflow
- Excellent understanding of high to low pipeline, map baking & sculpting
- Strong understanding in tillable texture creation & reusable art assets
- Able to produce next-gen & hand painted textures
- Experience in working with UDK, Unreal 4 & Unity game engine
- Strong understanding of greyboxing, set dressing & environment art for realtime production
- Experience with lighting for games & vfx
- Proficient with animating characters & art assets for realtime