

SUMMARY

I am a passionate & driven 3D artist. I push myself to learn and experiment with new tools & workflows to expand my skillset & range of work. I'm always eager to learn new things & contribute to exciting projects.

SKILLS

- **3D MODELING**
 - Understand environment asset creation techniques & modularity
 - High to low (Different approaches to making HP: subD, baked from shader, remesh + smoothing)
 - Mid-poly & custom normals
 - Create optimized models with correct shading
 - Use appropriate topology for different types of asset
 - Analyze objects & create mental wireframes
 - Create assets based on concepts & references
 - Understand shapes, flow
 - Create efficient UV layouts for tiling & unique textures
- **TEXTURING**
 - Create textures procedurally
 - Understand PBR workflow
 - Create & use trim/ decal sheets
 - Use multiple UV channels to achieve more details
 - Work with material editor (UE4)
 - Create master materials with exposed options
- **OTHER**
 - Set up dynamic & baked lighting in engine
 - Organize tasks & project files
 - Create simple real-time FX


EXPERIENCE

- **3D Artist**
Glass Egg Digital Media | Aug 2019 - Feb 2020
 - Modeled, unwrapped, textured, & optimized assets for different AAA first-person games
- **3D ENVIRONMENT ARTIST (FWD: A GAME ENVIRONMENT)**
Graduation Project | Jan - May 2019
 - Built an interior environment of a 3-story building with each floor a different time period in UE4
- **3D MODELER (GRVR New Street)**
Grand Rapids Public Museum | Sep - Dec 2018
 - Modeled, unwrapped, & textured buildings & props of a Grand Rapids city block for PC game in UE4
- **3D MODELER (Internship)**
Grand Rapids Public Museum | May - Aug 2018
 - Modeled, unwrapped, & textured museum artifacts for online real-time viewing

EDUCATION

- **BACHELOR of APPLIED SCIENCE in DIGITAL ANIMATION and GAME DESIGN**
Ferris State University, Big Rapids, Michigan, USA
Completed: May 2019

WEBSITES

- | | | |
|---|------------|---------------|
|  | Artstation | /anphung |
|  | Website | anphung.net |
|  | LinkedIn | /phunga |
|  | Facebook | /artofanphung |
|  | Twitter | /anphungcg |

SOFTWARE

Including but not limited to:

