

# Chellew Wu

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## Career Objective

I am a 3D Artist/ Generalist based in Wellington, New Zealand. I am specialised in Environment creation for games and virtual reality applications but also have experience working as a/an multimedia designer, illustrator and educator. I would like to secure a challenging position in a reputable organisation in which I can express my passion towards art, games and helping others.

## Profile

- Proficient in both **organic** and **hard surface modelling** and texturing, using Maya, Zbrush, Substance Suite, Quixel Suite, Photoshop, and Houdini.
- Fluent in both **PBR material** and **hand-painted assets** creation pipelines, able to create game environments efficiently with the **modular & trim-sheet** workflow.
- Proficient in **digital painting**, able to create concepts for environments/characters.
- Two years' experience working with **Unity** and **Unreal engines**.
- Two years' experience in creating digital media for both web, print and video.
- Three years' experience of **student support** and **counselling**, great **communication skills** focuses on dealing with diversity and listening and providing feedback.

## Education

Victoria University of Wellington

Bachelor of Design Innovation with major in Media Design

2017 - 2019

Foundation Programme

2016 - 2017

Purdue University Indiana, USA

Computer Graphic Technology (Univeristy Exchange Programme)

2019

## Work Experience

Minimum Mass

Environment Artist

2019 - 2020

- Minimum Mass is a VR interactive short fiction experience.
- Tasks include concepting hero assets in 2D and creating them in 3D for real-time game engine.

New Zealand Police

3D Generalist

2019 - 2020

- Developing a national VR training programme.
- Tasks include but not limited to environment & character modelling and texturing, layout, lighting, creating shaders, and mo-cap animation.

Victoria University of Wellington School of Design

Teaching Assistant

2019

- Courses: ANFX101: 3D Modelling and Animation I
- ANFX201: 3D Modelling and Animation II
- COMD241: Visual Narratives

New Zealand Game Development Conference

Event Assistant (Volunteer)

2019

- Assisting the running of New Zealand Game Development Conference by assisting speakers, helping out the registration, and guiding visitors.

Dare To Special Projects Agency Multimedia Designer	2017 - 2019
<ul style="list-style-type: none"> <li>-Designing the promotional assets for the NZ Bike Expo 2017 and 2018, including large format posters, back of bus, print media, social media, flyers, signs and more.</li> <li>-Biketober Christchurch festival print media.</li> </ul>	
Victoria University of Wellington The Bubble Student Wellbeing Leader (Peer Support)	2017 - 2018
<ul style="list-style-type: none"> <li>-Talking to people, listening to them, and giving mental support or referring them to other University services if needed (e.g. Student Health Counselling).</li> <li>-Assisting the running of The Bubble, making people feel welcome.</li> </ul>	
World of WearableArt Event Assistant (Volunteer)	2018
<ul style="list-style-type: none"> <li>-Assisting the running of the event by guiding visitors and handling tickets.</li> </ul>	
Wellington Region Emergency Management Office Translator (Volunteer)	2017
<ul style="list-style-type: none"> <li>-Translating the Earthquake Planning Guide from English to Chinese.</li> </ul>	

## Achievements

Victoria University of Wellington	International Student Achievement Scholarship 2018 VILP Global Leader Grant Victoria Abroad Grant (Exchange Programme) Victoria International Leadership Programme
The Rookies	Highly Commended - Circus Character Design 2019

## Interests

I love photography especially food-related, in my spare time, I am running a restaurants review account on a foreign review platform where my reviews have over 30K views. Cosplay is one of my biggest hobbies and I have been doing it for 7 years, I specialised in cosplay make-up and prop creation. I also took part in wearable technology projects where I learnt how to create costumes and props that are associated with electronic textiles and user interaction. These hobbies often benefit me with modelling as it helps me to think and understand how things are made and technically achieved.

## Referees

Co-director of Minimum Mass  
**Raqi Syed**  
 Email raqi.syed@vuw.ac.nz

Victoria University of Wellington  
 Faculty of Architecture & Design Systems IT Technician  
**Steven Lam**  
 Email steven.lam@vuw.ac.nz

\*Contact numbers available upon request