

MELISSA CHIU

3D Artist and Illustrator

CONTACT DETAILS

- melissa.chiu.art@gmail.com
- melissachiuart.com

AWARDS & RECOGNITION

- Reality Virtually 2019 Finalist, Best Use of HTC Trackers | Jan. 2019
- RIT Outstanding Undergraduate Scholar | Apr. 2016
- NASA Space Settlement Design Contest - 2nd Place | Mar. 2012

SOFTWARE

- Autodesk Maya
- Blender
- Zbrush
- Unreal Engine 4
- Unity
- Keyshot
- V-Ray
- Photoshop
- Clip Studio Paint
- Procreate

SKILLS

- 3D Modeling
- 3D Sculpting
- Texture Painting
- Lighting
- Rendering
- Digital Painting
- 3D Printing
- Virtual Reality/ Augmented Reality

EXPERIENCE

3D Artist

Pilot Studio - Boston, MA | 2016 - Current

- Works with a team of illustrators and designers to create 3D models and renders for packaging illustrations, books, and games.
- Assists in creating 3D mock-ups for packaging designs, product designs, and VR experiences.
- Serves as 3D consultant for the team, checking over in-coming assets and helping to communicate with outsourced teams.
- Client brands includes Disney, Star Wars, Marvel, and Transformers.

Reality Hack Organization

MIT - Cambridge, MA | 2019 - 2020

- Volunteer to help organize a community-run XR hackathon held at MIT, with the goal to educate, empower and enable people to be part of the XR industry
- Created a series of illustrations to advertise the hackathon on social media.
- Served hardware team on-site during the hackathon. Helped participants check out various VR/AR hardware for their projects.

Lead Artist - Hibachi Hero

MassDiGI - Worcester, MA | 2015

- Communicated with 2D artists, 3D artists and programmers to guide the artistic direction of the mobile game, "Hibachi Hero".
- Designed background and knives.

EDUCATION

Rochester Institute of Technology, Rochester NY

Bachelor of Fine Arts - 3D Digital Design | 2012 - 2016

- Honors Program - *summa cum laude*
- President of RIT Kendo Club | 2014 - 2016