

Brian “Panda” Choi

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Portfolio: jadeeypanda.com/projects

WORK EXPERIENCE

- Onward Search** | Contract 3D Artist @ Snap Inc. Aug. 2020 - Present
- Creating character assets, including hair and outfits.
- Optimizing character assets for mobile platforms.
- InXile Entertainment** | Character Artist: *The Mage's Tale VR, The Bard's Tale IV, Wasteland 3, Frostpoint VR* Jan. 2016 – Feb. 2020
- Created character and environment art assets, including sculpting, modeling, UI art, and texturing.
- Scripted art assets and level scenes in Unreal Blueprints.
- Rigged and animated environment art assets.
- Built Substance materials for team-wide texturing pipelines.
- Freelance** | Character Artist
- Clients: Magnopus, Giant Sparrow, Camouflaj, The Third Floor, Motion Logic Studios, The Game Band, PixelDash, etc.
- Projects: *Coco VR, Final Fantasy XV Kingslaive, Republique Remastered, What Remains of Edith Finch, Where Cards Fall*, etc.
- Creating characters, level art, and prop assets for games and previsualization.
- Rigging character assets for games.
- Illustrating visual designs.
- Microsoft** | Contract 3D Artist: *XBOX Avatars* Jun. 2015 – Aug. 2015
- Created character, prop, and clothing assets for XBOX Avatars in the Unity Engine.
- Martin Brinkerhoff Associates** | Contract 3D Artist: *Mickey's Character Express, King Triton's Concert* Aug. 2014 – Nov. 2014
- Modeled and designed high-resolution characters and props for Disneyland attractions.
- Kabam LA** | Contract Character Artist: *Unreleased Mobile Unity Game* Sept. – Nov. 2013, Mar. – Jul. 2014
- Created low-poly character assets, including 14 character models, 100 weapon variants, and 9 accessories.
- Implemented optimization techniques in character creation to maximize asset reuse on mobile platforms.

PROJECTS

- Gun Talk** | Lead Artist 2015 – 2017
- Created character, environment, and prop assets for a serious game about US gun control.
- Rigged and skinned character assets with prebuilt tools.
- Constructed levels through environment assets and Unity tools.
- The Maestros** | Art Director 2013 – 2014
- Directed 20 artists of various disciplines in visual construction of a 6 player, networked multiplayer, RTS game
- Organized art tasks and feedback for external and internal artists, overcoming bottlenecks in art production to complete 2 factions and 2 environment kits in 8 months
- Created art assets including 3 character units, character sculpts, user interface art, and promotional materials
- Core Overload** | Art Director 2012 – 2013
- Lead artists in defining the visual universe and language of the game world
- Scheduled art tasks deliverables for an international team of artists
- Created assets including environment props and player ship components
- Constructed 3D environments for main menu backgrounds

OTHER EXPERIENCE

- Gamers For Good** | Area Service Lead 2017 - 2018
- Organizing volunteer events in cooperation with other non-profits.
- Games Developers Conference** | Conference Associate 7 years
- Provided logistics and registration support for GDC operations.

TOOLS

EXPERT: Photoshop, Modo, Maya, ZBrush, Marvelous Designer, 3D-Coat, Quixel, Substance Painter, Unreal Engine 4, Perforce
COMPETENT: Unity, SVN, Substance Designer, Environment Rigging, Excel
NOVICE: 3ds Max, Character Rigging, 3D Motion Capture (Vicon), Motionbuilder

SKILLS

Character Modeling, Game Development, Character/Prop Concept Design, Rigging, Technical Art, Material Graph Creation, Motion Capture, Environment Animation

EDUCATION

- University of Southern California** | School of Cinematic Arts Dec. 2013
Bachelor of Arts, Interactive Entertainment
Minor, 2D Art for Games