

Design the Highest Level-End of AAA Game of First Person Shooting “FPS” Custom Rigged Character.**The top master tool for the FPS includes:**

The Character 2D/3D Modeling; Re-topology; UV Editor; Texture & Material Painting; Rigging/Bone; Weight Painting; Animation & VFX; Post the Game in Unreal Engine & Unity Engine or other Game Engines.

TECHNICAL SKILLS

3D Model Painter Sculptor:	Autodesk Maya • Autodesk MUDBOX • Adobe Substance 3D Painter • ZBRUSH • Blender
Artist:	Drawing • Visual Sequential Artist “Comic” • Digital Drawing & Painter
Book Writer:	Essay • Storyboard • Photo • Make Book • E-book
Filmmaking Photography:	Spotlight • Video Editor • Screen scripts • Films record • Photography
Game Engine:	Unity • Unreal
Graphic Motion Editing:	Adobe Animate • Adobe Illustrator • Adobe Photoshop • Blender
Hardware Software Repair:	Operate system • PC • laptop • iPhone • Printer • Update Device Driver • Basic Network
Printer Scanner:	Poster • Effect • Resume • Letter • Business Card • e-Poster/Advertisement
Programming:	C • C++ • C#
Sound Editing:	Adobe Audience
Video Effects Editing:	Adobe After Effects • Adobe Premiere
Web Design:	HTML • CSS • Web Hosting

SIGNATURE COMPETENCIES

Game Design & Development • 3D Modeling | Painter | Sculptor • Animation • VFX
Web Design & Development • Comic Artist • Film Making | Spotlight | Effect • Multimedia • Book Writer

EDUCATION

Ohlone College, Fremont, California

Relevant Coursework:

Drawing for Animation & Games: Acquired techniques in line work, linear perspective, volumetric shading, and color theory to draw animated characters and scenes for animated presentations and computer-based gaming.

3-D Computer Modeling: Learned how to create polygonal 3D models using industry-standard modeling tools and explored the basics of materials, lighting, texture mapping, and rendering.

Visual Storytelling & Sequential Art: Became familiar with the discipline of sequential art and the various standard tools and techniques involved for composition and panel design. Worked with scripts to develop games and interactive design.

2D/3D Game Level Design: Analyzed existing games, navigated interfaces, and manipulated basic tools to create interactive levels in the game engine editor. Learned to manipulate dynamic systems via basic scripting.

AAA Game of FPS Custom Rigged Character: 2D/3D Modeling Low Polygon Geometry with Re-topology and realistic of Real-Time UV Map/Texture/Material plus 3D Simulations as VFX, Physics and Particles.

DEGREES & CERTIFICATION

Three certification: Video Game Development and 3D Modeling / Animation and Multimedia - Ohlone College; Fremont, CA

EXPERIENCE**Relevant Projects 2018:**

Maker Faire Presentation - Virtual Reality of Video Games: Helped demonstrate an interactive virtual reality game connecting to IoT devices triggered through the gameplay, creating a meaningful interaction between the virtual and the physical world.