

SOON AUN LIAW

• Sydney, Australia • saliaw3d@gmail.com • www.saliaw.com

SKILLS:

- Proficient in creating high-quality 3D models for real-time 3D games
- Understanding of game art production pipelines (high/low poly baking, PBR materials, UV sets)
- Proficient in Hard Surface modeling
- Excellent experience with Real time Engine fundamentals (shaders, lighting, compositing, optimization, post-processing, asset management, etc.)
- Excellent experience with texture asset creation/manipulation
- Ability to work collaboratively, communicate with various team members, and meet deadlines
- Ability to take orders and willingness to learn and improve
- Experience with automation and utility designing for faster production pipeline.

SOFTWARE EXPERIENCE:

- 3DS Max/Blender
- Unreal Engine 4/ Unity
- Marvelous Designer
- MegaScans/Mixer
- Quixel Suite (NDO, DDO, 3D0)
- Substance Designer/Painter
- Adobe Photoshop
- Marmoset Toolbag
- Handplane, Knald
- Version Control (GitHub, Perforce, Plastic SCM)

EDUCATION:

Bachelor of Science in Computer Science

August 2012 – May 2016

Gannon University, Erie, PA

GPA: 3.8

EXPERIENCE:

Red Cartel (Contractor)

January 2018 –

- Environment/Technical Artist
 - Create XR content for range of hardware under strict deadlines
 - Create and optimize content for varying clients from ArchViz to VR experiences and product demos.
 - Fulfil asset task list under specific technical limitations and deadlines.

Studio Transcendent

December 2016 – September 2017

- Freelance Environment/Prop Artist
 - Remastered old assets from Unity to Unreal
 - Designed levels for VR
 - Modeled/textured various props for different VR experiences
 - Work/Collaborate with various team members in different projects

SkellyCrude

November 2016 – December 2016

- Freelance Environment/Prop Artist
 - Level creation from white-box to production
 - Modeled/textured various props for levels

Untitled Indie Game (Unreal Engine 4)

May 2015 – March 2016

- Blueprint Programmer, Level Designer, Environment Artist

- Developed various blueprints inside Unreal Engine 4 for gameplay and visual purposes
- White-boxing levels for gameplay testing
- Modeled early prototype models for fleshing out art style

Beyond Boulder Dome - Fallout 3: New Vegas mod

March 2012 – August 2012

- Prop Artist
 - Assisted in modelling and texturing various props and environment assets to be used in the Gamebryo engine

OTHER EXPERIENCE:

Gannon University

February 2015 – May 2015

- Research Assistant
 - Designed and developed code to obtain radio signal strengths from sensor motes into a computer and tabulate the raw data into a grid
 - Assisted in research and writing documentations on usage of the system and its requirements