ANDY HUANG
3D ARTIST | GAME ARTIST

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✉️ andyhuang41@gmail.com
📍 Los Angeles, CA
🌐 Portfolio
in LinkedIn

ART SKILLS

• CONCEPTING & BLOCKOUT

• HARD SURFACE MODELING

• ORGANIC SCULPTING

• RETOPOLOGY

• PHOTOGRAMMETRY & CLEANUP

• PBR TEXTURING

• RIGGING

• ASSET IMPLEMENTATION

• LIGHTING AND RENDERING

PROJECT SKILLS

• PERFORCE

• CONFLUENCE

• MICROSOFT OFFICE

• GOOGLE SUITE

SOFTWARE SKILLS

M Autodesk Maya

Blender

Substance Painter

Marmoset Toolbag

Marvelous Designer

ZBrush

Photoshop

Unreal Engine

Unity

SUMMARY

3D Artist passionate about games and film. Prior experience at companies such as Ubisoft.

3+ years working in Games, 1 shipped AAA title. Based in LA. Open to in-person, hybrid, remote.

EXPERIENCE

3D Character Artist
07/2024 - Present
DreamLabs Games
· Created character and weapon assets for an Unannounced title based in Unreal Engine 5

3D Artist
08/2023 - 07/2023
PathMaker Digital
· Modeled, textured, rigged character assets for a military-simulation game in Unreal Engine 5

3D Artist
12/2022 - 02/2022
REAL by FAKE | Unannounced Film
· Modeled, textured hard-surface assets and characters for an Unannounced Hollywood film

Lead 3D Artist
01/2022 - 07/2022
colonists Colony Online LLC | Colony
Social multiplayer game integrating characters built on Unreal Engine 5
· Created and integrated game-ready character assets into Unreal Engine 5
· Assigned and delegated tasks to a team of 5 artists and engineers to implement
  a smooth pipeline of 3D assets from concept to game integration

3D Artist Intern
05/2021 - 08/2021
UBISOFT Ubisoft San Francisco | XDefiant
F2P, first-person arena shooter where you compete to be the best in fast-paced online matches.
· Created and integrated AAA quality weapons and assets into the Ubisoft's Snowdrop Engine
· Integrated game assets from outsourcing studios into Snowdrop Engine
· Concepted and obtained references for weapons & weapon attachments
· Worked with fellow artists for feedback to achieve photorealistic results

3D Artist Intern
01/2021 - 05/2021
alens AlensXR | OpenLab
Hands-on, immersive laboratory experience through the power of Virtual Reality
· Designed, Modeled, and textured interactive assets for a VR sci-fi laboratory in Unity

3D Artist
05/2019 - 05/2020
INCURSION USC Games | Incursion
Competitive Multiplayer game pitting Real-Time Strategy players against First Person Shooter players
• Modeled low-poly and high-poly characters, weapons, and props for use in Unreal Engine
• Textured buildings, characters, and weapon assets in Substance Painter

EDUCATION

University of Southern California
2019 - 2023
B.A. in Animation & Digital Arts
• Focus on developing CG animated shorts and cinematics
• Maya modeling, rigging, character animation