

ANDY HUANG

+1 808 784 8951

andyhuang41@gmail.com

Los Angeles, CA

Portfolio

LinkedIn

SUMMARY

I'm a 3D Character Artist with a passion for photoreal game assets and military/action themes. Prior experience at companies such as Ubisoft. Based in LA. Open to in-person, hybrid, remote.

ART SKILLS

- CONCEPTING & BLOCKOUT • HARD SURFACE MODELING • ORGANIC SCULPTING • RETOPOLOGY
- PHOTOGRAMMETRY & CLEANUP • PBR TEXTURING • RIGGING • ASSET INTEGRATION • LIGHTING AND RENDERING

PROJECT SKILLS

- PERFORCE • CONFLUENCE • JIRA • MICROSOFT OFFICE • GOOGLE SUITE

SOFTWARE SKILLS

 Autodesk Maya  Blender  Marmoset Toolbag  Marvelous Designer  ZBrush  Substance Painter

 Photoshop  Unreal Engine  Unity

EXPERIENCE

3D Character Artist

DreamLabs Games

07/2024 - Present

- Created character and weapon assets for an Unannounced title based in Unreal Engine 5

3D Artist

PathMaker Digital

08/2023 - 07/2023

- Modeled, textured, rigged character and weapon assets for an unreleased military-simulation (milsim) game in Unreal Engine 5

3D Artist

REAL BY FAKE | Aftermath (2024)

12/2022 - 03/2023

Action film directed by Patrick Lussier and starring Dylan Sprouse, Mason Gooding, and Dichen Lachman.

- Modeled and textured photorealistic digi-double characters for the Netflix film Aftermath (2024)

3D Artist

colonists Colony Online LLC | Colony

01/2022 - 07/2022

Social multiplayer game integrating characters built on Unreal Engine 5

- Created stylized, game-ready 3D character assets into Unreal Engine 5, from concepting, modeling, texturing, to game integration
- Collaborated with a team of 5 artists and engineers to implement a smooth pipeline of 3D assets from concept to game integration

3D Artist Intern

UBISOFT Ubisoft San Francisco | XDefiant

05/2021 - 08/2021

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 Ubisoft's Snowdrop Engine
- Integrated game assets from outsourcing studios into Snowdrop Engine
- Worked with fellow artists for feedback to achieve photorealistic results

3D Artist Intern

alens AlensXR | OpenLab

01/2021 - 05/2021

Hands-on, immersive laboratory experience through the power of Virtual Reality

- Designed, modeled, textured, and rigged game assets for an immersive VR sci-fi laboratory in Unity

3D Artist

INCURSION USC Games | Incursion

05/2019 - 05/2020

Competitive Multiplayer game pitting Real-Time Strategy players against First Person Shooter players

- Designed, modeled, and textured game ready characters, weapons, and environment assets for use in Unreal Engine

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