ANDY HUANG

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SUMMARY

I'm a **3D Artist** with a passion for creating high-quality game and film assets with software such as Maya, Blender, and ZBrush. Experienced in creating characters, hard-surface, and environment assets for AAA production and film. Previous experience at studios such as Ubisoft and Fanatic Games. With over **5 years** working in games and film, **1 shipped AAA title,** and **1 released Netflix film**, I have both the experience and technical knowledge to ensure the production of high quality 3D assets. Based in Los Angeles. Open to in-person, hybrid, remote.

EXPERIENCE

Character Artist Stealth Startup — 04/2026 - Present

- Develop 3D sports characters through modeling, texturing, and UE5 integration, advancing character production for a stealth startup.

Outsource 3D Artist Fanatic Games Ltd. — 02/2025 - 04/2026

- Produced hard-surface, organic, and environment assets for AAA clients from initial concepts to modeling, texturing, and game integration.
- Completed asset reviews and communicated concept and design changes through Miro based on nuanced knowledge of real-world objects and cultural references, alongside incorporating feedback and artistic refinements to ensure assets met clients' AAA quality standards.

Character Artist DreamLabs Games — 07/2024 - Present

- Design and develop characters and weapons for an unannounced sci-fi title, from concepts to modeling, texturing, and UE5 integration.

3D Artist PathMaker Digital — 08/2023 - 07/2024

- Developed character and weapon assets for an unreleased military simulation title in UE5 through modeling, texturing, and rigging assets.

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.

- Produced photorealistic props and digital-double characters for the Netflix film Aftermath (2024) through detailed models and textures.

3D Artist Colony Online LLC | Colony — 01/2022 - 07/2022

Social multiplayer game integrating characters built on Unreal Engine 5

- Developed game-ready characters across the full creation pipeline, translating concepts into modeled, textured assets within UE5.
- Collaborated with a five-person team of artists and engineers to coordinate the 3D asset pipeline from concept to final game integration.

3D Artist Intern Ubisoft San Francisco | XDefiant (2024) — 05/2021 - 08/2021

F2P, first-person arena shooter where you compete to be the best in fast-paced online matches.

- Integrated assets from outsourcing studios, such as RYZIN, into Ubisoft's Snowdrop engine, supporting content for the AAA game XDefiant.
- Concepted thought-out and functional weapon scope and stock designs in Shotgrid and Jira, including modeling, texturing, integration.
- Communicated with Sr. artists and art directors to evaluate and refine assets for production, incorporating feedback to achieve AAA quality.

3D Artist Intern AlensXR | OpenLab — 01/2021 - 05/2021

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

- Designed and developed 3D assets for an immersive VR science laboratory, combining modeling, texturing, and rigging for use in Unity.

EDUCATION

University of Southern California — 2019 - 2023

B.A., Animation & Digital Arts

- Developed CG animated short films and cinematics, applying animation and digital art techniques toward visual storytelling.
- Built technical proficiency in Autodesk Maya and ZBrush through 3D modeling, sculpting, rigging, and character animation coursework.

TECHNICAL SKILLS

Art Skills

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

Project Skills

• PERFORCE • CONFLUENCE • JIRA • MIRO • AUTODESK FLOW • MONDAY

Software Skills

• AUTODESK MAYA • BLENDER • ZBRUSH • SUBSTANCE PAINTER • MARVELOUS DESIGNER • MARMOSET TOOLBAG
• UNREAL ENGINE • UNITY • PHOTOSHOP • ILLUSTRATOR