

# ANDY HUANG

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📍 Los Angeles, CA



[Portfolio](#)



[LinkedIn](#)

## SUMMARY

I'm a **3D Artist** with a passion for realistic game and film assets. **5+ years** working in games and film. **1 shipped AAA title**, **1 released Netflix film**. Based in LA. Open to in-person, hybrid, remote.

## 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 • SHOTGRID

## SOFTWARE SKILLS

- Autodesk Maya
- Blender
- Marmoset Toolbag
- Marvelous Designer
- ZBrush
- Substance Painter
- Photoshop
- Unreal Engine
- Unity

## EXPERIENCE

**3D Artist** Fanatic Games Ltd. 02/2025 - Present

- Created outsourced hard-surface, organic, and environment 3D assets for AA and AAA titles for use in UE5 and Unity
- Utilized Miro boards to complete assets based on existing concepts

**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 - 07/2024

- 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** Colony Online LLC | Colony 01/2022 - 07/2022

Social multiplayer game integrating characters built on Unreal Engine 5

- Created 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 (2024) 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** 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** 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., Animation & Digital Arts**

- Developing CG animated shorts and cinematics
- Maya modeling, rigging, fundamentals of character animation