

**Design the Highest Level-End of AAA Game of First Person Shooting “FPS” Custom Rigged Character.****The top master tool for the FPS includes:**

The Character 2D/3D Modeling; Re-topology; UV Editor; Texture & Material Painting; Rigging/Bone; Weight Painting; Animation & VFX; Post the Game in Unreal Engine & Unity Engine or other Game Engines.

**TECHNICAL SKILLS**

<b>3D Model   Painter   Sculptor:</b>	Autodesk Maya • Autodesk MUDBOX • Adobe Substance 3D Painter • ZBRUSH • Blender
<b>Artist:</b>	Drawing • Visual Sequential Artist “Comic” • Digital Drawing & Painter
<b>Book Writer:</b>	Essay • Storyboard • Photo • Make Book • E-book
<b>Filmmaking   Photography:</b>	Spotlight • Video Editor • Screen scripts • Films record • Photography
<b>Game Engine:</b>	Unity • Unreal
<b>Graphic   Motion Editing:</b>	Adobe Animate • Adobe Illustrator • Adobe Photoshop • Blender
<b>Hardware   Software Repair:</b>	Operate system • PC • laptop • iPhone • Printer • Update Device Driver • Basic Network
<b>Printer   Scanner:</b>	Poster • Effect • Resume • Letter • Business Card • e-Poster/Advertisement
<b>Programming:</b>	C • C++ • C#
<b>Sound Editing:</b>	Adobe Audience
<b>Video Effects Editing:</b>	Adobe After Effects • Adobe Premiere
<b>Web Design:</b>	HTML • CSS • Web Hosting

**SIGNATURE COMPETENCIES**

Game Design & Development • 3D Modeling | Painter | Sculptor • Animation • VFX  
Web Design & Development • Comic Artist • Film Making | Spotlight | Effect • Multimedia • Book Writer

**EDUCATION**

Ohlone College, Fremont, California

**Relevant Coursework:**

**Drawing for Animation & Games:** Acquired techniques in line work, linear perspective, volumetric shading, and color theory to draw animated characters and scenes for animated presentations and computer-based gaming.

**3-D Computer Modeling:** Learned how to create polygonal 3D models using industry-standard modeling tools and explored the basics of materials, lighting, texture mapping, and rendering.

**Visual Storytelling & Sequential Art:** Became familiar with the discipline of sequential art and the various standard tools and techniques involved for composition and panel design. Worked with scripts to develop games and interactive design.

**2D/3D Game Level Design:** Analyzed existing games, navigated interfaces, and manipulated basic tools to create interactive levels in the game engine editor. Learned to manipulate dynamic systems via basic scripting.

**AAA Game of FPS Custom Rigged Character:** 2D/3D Modeling Low Polygon Geometry with Re-topology and realistic of Real-Time UV Map/Texture/Material plus 3D Simulations as VFX, Physics and Particles.

**DEGREES & CERTIFICATION**

**Three certification:** Video Game Development and 3D Modeling / Animation and Multimedia - Ohlone College; Fremont, CA

**EXPERIENCE****Relevant Projects 2018:**

**Maker Faire Presentation - Virtual Reality of Video Games:** Helped demonstrate an interactive virtual reality game connecting to IoT devices triggered through the gameplay, creating a meaningful interaction between the virtual and the physical world.