Healthy Moeung
3D Character Modeler

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Academic Projects

Character Artist - *Hexagram*
Spring 2020 - Pittsburgh, PA
- Designing, modeling, texturing, animating a realistic character.
- Art asset integration into game engine.
- Assisting with lookdev of the world.
- Schedule management for a team of six.

Art Generalist - *Exodus*
Fall 2019 - Pittsburgh, PA
- Modeled, textured, and optimized two characters in three weeks.
- Picked up a previous team's concept art and transferred it to 3D.
- 3D Modeled and textured environment.
- Art asset integration into game engine

Art Generalist - *Condors*
Spring 2019 - Pittsburgh, PA
- Asset Creation for rapid prototyping.
- 3D modeling, texturing, rigging, and animating a 3D character.
- Developing a cohesive art with three artists.
- Develop a proof of concept for client, Visual Concepts.

3D Generalist - *Building Virtual Worlds*
Fall 2018 - Pittsburgh, PA
- Worked on concept, modeling, texturing, rigging and animating.
- Brought art from Maya to Unity and prepared it for programmers.
- Decided artistic styles for 3D environment and characters.
- Developed a variety of game maps for several genres.

Relevant Work Experience

3D Generalist - *GLIDE Lab*
Oct. 2015 to Jun. 2017 - Philadelphia, PA
- Conceptualized and modeled 3D characters in zBrush.
- Recreated exteriors of Philadelphia landmarks in Maya.
- Created UI graphics elements.

Character Designer - *EnAble Games*
Summer 2016 - Philadelphia, PA
- Built Unity and Kinect compatible 3D characters in Maya.
- Designed, modeled, and rigged 3D characters.
- Transferred assets between several game and animation engines.
- Revamped outdated artwork.

Jr. Animation Assistant - *Alkemy X*
Spring 2016 - Philadelphia, PA
- Aided artists and animators with file preparation and production.
- Assisted artists with additional 3D prep work for client projects.
- Offered concepts and designs for client work.

Education

May 2020
Entertainment Technology Center (ETC)
Carnegie Mellon University
Master of Entertainment Technology

June 2017
Animation & Visual Effects
Drexel University
Bachelor of Science

Skills

ZBrush
Substance Suite
Autodesk MAYA
Marvelous Designer
Unity
Unreal Engine
Adobe Suite
Foundry Nuke
Microsoft Suite

Activities

Digital Art Enthusiast
Fire Emblem Tactician
Astronomer Wannabe
Co-Op Video Gamer
Cosplay Fanatic