Cheung Tai Ching

+1 412 503-2508 | taichinc@andrew.cmu.edu | https://www.taichingc.com/ | https://www.artstation.com/taichinc

SUMMARY
Master's student at Carnegie Mellon's Entertainment Technology Center (ETC), is currently aiming to pursue a career as either an 3D artist or producer.

EDUCATION
Carnegie Mellon University, Entertainment Technology Center   Pittsburgh, PA
Master of Entertainment Technology   May 2017

Chinese University of Hong Kong   Hong Kong
Bachelor of Business Administration   July 2016
Management of International Business and Information System

Bucknell University   Lewisburg, PA
Exchange Program   Aug 2014-July 2015
Studio Art

PROFESSIONAL SKILLS
Tools: Autodesk Maya, Substance Painter, Substance Designer, ZBrush, Adobe Photoshop, Adobe Illustrator, Unity, Unreal 4, Adobe Dreamweaver, Adobe Premiere.
Languages: Python

ACADEMIC PROJECTS
VR & CAVE Environmental Experience, ETC, Spring 2018
- Developed an experience across Oculus and CAVE to take viewers through the realms of Egyptian mythology
- Took charge of environment design, creating all the PBR material and texturing, and look development.

Neon Challenge, Project Bespin, Unity, Fall 2017
- Developed an one and half minute real time rendered video in unity, showing a futuristic world.
- Acted as texturing artist, creating all the PBR material and texturing, and supported modeling.

Building Virtual Worlds, ETC, Fall 2017
- Acted as artist and producer for five successfully implemented projects through prototyping, development and collaboration with designers, artists, and programmers
- Worked on five-person team to build an entertainment experience in one to three weeks
- Designed concept art, environment, level design, modeling, texturing, rigging, animation, game mechanic and interactions.

Management Information System Practicum, Chinese University of Hong Kong, Fall 2015
- Acted as consultant for Hong Kong Kowloon Watch Company in designing their online purchasing platform, in terms of web design, and Interfaces for online customer services.

WORK EXPERIENCES
Petrol Advertising, Coop semester 2018
- Having a semester long internship at Petrol Advertising as 3D artist, focusing on characters texturing and surfacing, adding details to models, creating smart material and generators using Substance Designer, and posing characters for rendering.

Treacherous Waters online, Summer 2018
- Interned at Netease Treacherous Waters Project Team as Art Project Manager, managing daily assets creations and improving the production pipeline.