VICTOR CHUI

Technical Artist / Designer

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📍 Seattle, WA

About Me

I am a passionate learner with a keen interest in both the visual and technical facets of game development. Creative and outside-the-box problem solving is one of my key strengths. I have a firm belief in simple and elegant solutions.

Languages

English   French   Creole

Skills

Engines

Unity **/** Unreal Engine

Software

3dsMax **/** Maya **/** Blender **/** Zbrush **/** Substance Designer **/** Substance Painter **/** Topogun **/** Photoshop **/** Illustrator **/** Affinity Photo **/** Affinity Designer **/** After Effects

Coding

C++ **/** C# **/** Python **/** JavaScript **/** MaxScript **/** MELScript **/** PHP **/** HTML5

Third Party Frameworks

Havok Physics

Education

Advanced Diploma in Game Development / Algonquin College / 2010

Accomplishments & Awards

• Placed 1st & 5th place for two artworks submitted to OIGC Art Contest 2013
• Artwork featured in ImagineFX magazine DVD (July 2008 Issue)
• Dean's Honour Roll, Algonquin College (2007 - 2010)
• Designed a logo for a National Event (Candle Night) in Mauritius
• Designed layout and artworks for Royal College Curepipe magazine

Professional Experience   Timeline

Founder & Developer @ Neokoro   Jan '20 - Present

• General gameplay, gameflow, user interface programming
• Designing & Implementing gameplay concepts
• Creating 3D assets using Blender
• Creating and maintaining custom rigs for characters and props
• Implementing online player data storage with MongoDB
• Writing custom shaders

Technical Artist @ Next Level Games   Jul '17 - Jun '19

• Writing custom pipeline tools
• Cloth & Physics simulation work for props/characters using Havok
• Setting up custom behaviour trees and actions for props
• Creating custom prop rigs
• Providing animation pipeline support
• Setting up animation files for custom sequences
• Gameplay flow scripting

Technical Artist / Designer @ SimWave   Oct '16 - Jun '17

• Creating 3D assets optimized for PBR pipeline for VR Simulations
• Creating VR applications using Unity and Unreal Engine 4
• Character & Facial Rigging/Animation
• Writing custom unity scripts and unreal blueprints
• Designing UI/UX mockups, VR interactions
• Environment building & Lighting
• Creating environmental particle effects
• Writing custom shaders

Technical Artist / Designer @ Hot Glue Games   Apr '16 - Oct '16

• Creating concept art for characters, vehicles, environmentand weapons.
• Creating 3D assets optimized for PBR pipeline.
• Creating procedural textures using Substance Designer
• Creating interactive props using UE4 Blueprints
• Designing User Interface

Shipped Projects

Next Level Games:

· Luigi's Mansion 3 (Switch)

SimWave:

· CN6400 Steam Locomotive VR Experience (VR)
· The Battle of Vimy Ridge (VR)
· Athena Train Observer Application Simulation
· Insider Tours (VR)
· Forensic Psychology Training (VR)

Gigataur:

· Star Wars Rebels: Recon Missions (iOS / Android / Windows)
· X-Men : Days of Future Past (iOS / Android)

Design Interpretive

· AvayaLive Engage
· Mitel MiVoice UC360 Conference Phone

FooBit:

· Frantic Picnic (BlackBerry)
· Colomotron (XBLA)

Freelance Artist / Designer

· Pizza Titan Ultra (Windows)

For additional detail, please visit my portfolio website at
www.victorchui.com

Professional Experience (Continued)

Lead 3D / Technical Artist @ Gigataur   Apr '16 - Oct '16

· Creating game optimized environment, prop and character assets in 2D and 3D.
· Modeling, Rigging, Skinning and Texturing 3D characters.
· Creating particle effects/special effects using proprietary tools.
· Environment Lighting using proprietary tools.
· Creating 2D & 3D visual concepts.
· Writing custom Maxscript and MEL scripts to suit each project's specific pipeline needs and speed up workflow.
· Porting script functionalities over from 3dsMAX to Maya and vice versa.
· Working closely with the art director, designers and programmers to create optimized and efficient pipelines to produce assets which meet specific gameplay needs while maintaining a high level of visual fidelity to the concepts.
· Monitoring the integration of graphical assets in the engine with the programmers and defining new elements required to preserve artistic vision of the project.
· Maintain consistency of team's deliverables by providing regular feedback.
· Create & maintain corporate website

Technical Artist @ Design Interpretive   Jun '10 - Jul '13

· Creating optimized 2D and 3D environment assets for use in the Unreal Engine: Modeled, UV mapped, Rigged, Skinned and Textured 3D models in Maya and 3ds Max
· Animating avatars and facial expressions using 3ds Max
· Lit environments and baked lighting onto textures using Scanline and Mentalray for realism
· Creating and designing maps using a custom version of Unreal Editor
· Designing icons and graphical interface assets using Photoshop and Illustrator
· Designing user interfaces
· Creating photorealistic product renderings using 3ds MAX, Mental-Ray and iRay
· Programming interface prototypes using Flash and AS3
· Programming web-based applications using Flash, AS3, PHP and MySQL
· Maintaining website by updating and adding new functionalities using HTML, CSS and PHP

Co-Founder & Artist @ FooBit Games   May '10 - Jun '13

· Designing gameplay mechanics and concepts for games on a variety of platforms such as Xbox Live Arcade, iPhone, Blackberry Playbook and Android
· Creating both 2D and 3D assets and optimizing them for projects spanning different platforms, utilizing asset creation techniques such as High poly modeling and sculpting, Normal map/ Vector map extraction, Retopology and optimization for animation amongst other methods
· Programming games and gameplay prototypes in Flash and Actionscript 3