

TIAN CHEN

3D ENVIRONMENT ARTIST



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EXPERIENCE

3D Associate Artist

Hi-Rez Studios

2015 - Current

Model, UV mapp, and texture various in game assets using 3ds Max, Photoshop, 3D-Coat, and Unity. I am responsible for asset dressing the levels with their intended zone theme.

Freelance: 3D Artist

Red Squadron

January 2015 - Current

Working on character concept art, 3D models of characters and environments, and UI art for a mobile game.

Graphic Designer

Sunglasses Pacific Link

2013 - 2015

Created designs for the company's website and advertising posters. I also worked on logos, patterns, photo retouching for various sunglass brands.

Freelance: 3D Modeler

Right Exposure Online

September 2014 - December 2014

Created 3D models on 3ds Max of various items and merchandise for the company's clients.

Game Studio Internship

Cartoon Network

October 2013 - June 2014

Modeled, UV mapped, and textured various in game assets using 3ds Max, Photoshop, and Unity. I also created icons for the game.

EDUCATION

Savannah College of Art and Design

September 2010 - May 2014

B.F.A in Interactive Design and Game Development

Minor in Concept Art for Games

SOFTWARE

- Maya
- 3ds Max
- Zbrush
- Mudbox
- 3DCoat
- Photoshop
- Illustrator
- Headus UV Layout
- Crazy Bump
- Marmoset Toolbag
- UDK
- Unity

SKILLS

- Modular Asset Creation
- Low Polygon Modeling
- High Polygon Modeling
- Organic Modeling
- Hard Surface Modeling
- UV Mapping
- Diffuse & Normal Maps
- Hand-painted texturing
- Photo-reference texturing
- Digital Illustration

PROJECTS

Jetpack Fighter

Hi-Rez Studios

2015 - Current

I create 3D props for the environment and also asset dress the environment with the intended themes and overall

Adventure Time: Battle Party

Cartoon Network Game Studio

2014

I worked on 3D assets and character skins for this web based multiplayer game. My work consisted of 3d modeling, UV mapping, and hand painting textures.

Dissonance

Team Project

2013

I guided the team as the project manager, art director, and lead environment artist. I worked on concept art, modeling, UV maps, texturing, and placing assets into Unity environment.

Pulse

Team Project

2013

I was the project manager, art director, and lead environment artist. I Worked on concept art, assets, UV maps, and texture maps on UDK with a team.

HONOR

Pulse

Entelechy 2013 Level Design Winner

2013

10 week level design project ended up winning for the 2013 Game Developers Exchange (GDX) Entelechy show for level design.

Dean's List

Savannah College of Art and Design

2010-2014

Recognition on the Dean's list for 12 quarters.