KRISTY CHOW

3D Artist

CONTACT INFORMATION

- https://www.artstation.com/kristychow2
- https://www.kristychow.com/
- https://www.linkedin.com/in/kristy-chow-836bb7247/
- +852 91566788
- kristychow327@gmail.com
- Hong Kong

LANGUAGES

- Cantonese
- Mandarin
- English

SOFTWARE

- Microsoft Offic
- Unreal Engine 4 | Unreal Engine 5
- Autodesk Maya
- Zbrush
- Perforce
- Adobe Substance Painter
- Adobe Photoshop
- Adobe Illustrator

TECHNICAL SKILLS

- Modelling
- Texturing
- Concept Art
- Illustration
- Graphic Design
- Level Design and assets set dressing
- Lighting
- Agile

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

B.F.A in Interactive Design and Game Development
Minor in Concept Art for Games

Scholarship
- Academic Honors Scholarship
- SCAD Achievement Honors Scholarship

Summa Cum Laude

WORK EXPERIENCE

IMPELLER STUDIO

3D Modeller and Environment Artist
July 2023-Present

- Collaborate closely with the development team to design and create high-quality 3D models and textures for the "In the Black" game.
- Translate conceptual ideas and design briefs into detailed and realistic 3D assets that contribute to the game's immersive environment.
- Participate in regular team discussions to refine and enhance the visual aesthetics of the game world.
- Maintain a strong understanding of the game's artistic direction and ensure consistent adherence to its style and tone.

SCADPRO X UNIVERSAL CREATIVE COLLABORATION

3D Modeller
September - November 2022

- SCADpro collaborated with Universal Creative to develop concepts for Universal Parks and Resorts

*References available upon request