KYLE LIEW
ENVIRONMENT & LIGHTING

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EDUCATION

MASTER OF FINE ARTS
2015-2019
-Interactive Design & Game Development
-Savannah College of Art and Design

BACHELOR OF FINE ARTS
2009-2013
-Animation
-China Tianjin Polytechnic University

SKILL

UNREAL 4	UNITY	ZBRUSH	MARVELOUS DESIGNER
MAYA	SUBSTANCE SUITE	SPEEDTREE	ADOBE SUITE
3DS MAX	HEADUS UVLAYOUT	DAVINCI RESOLVE	HOUDINI

OBJECTIVES

-Creating 3D game environment assets.

-Animated environment Props.

-Creating materials in Substance suite and create shader in Unreal engine 4 in Blueprint.

-Focus on the interaction between lighting and environment to reach a fantasy story and Mood.

WORK EXPERIENCE

2020 3D Environment and lighting artist at Cinemoi

• Design and sketch the layout of environment and create the 3D assets for the environment.
• Edit and produce modular material maps for the game 3D assets.
• Set up the lighting and bake the light maps to reach the mood of game.
• Optimize the game with level designer.

2019 3D game ready environment --Viking Village

• Design the game level and blueprinting the level, UI and particles.
• Createing texture and material in Substance designer and Substance painter.
• Creating terrain in Houdini and Creating vegetation in Speedtree and Zbrush.

MFA Final Thesis and Project

• "Developing Interactive Cutscenes in Narrative-rich Game"
• Creating game environment , AI system and rigging the Main charater to support my thesis.

2018   VR game programmer

• Design the game level and blueprinting the level, UI and particles.

2017   Environment Artist

• Creating all 3D models and using Substance printer dressing all the models
• Lighting and creating a new Sky sphere in Unreal 4 engine

Lead VR Modeler and Designer

• Collaborative Project with ESRI
• Using data from ESRI, creating a unique data visualization program with VR technology
• Blueprinting different events, UI and particles

Lead Artist and Modeler of Game Jam 'Wavy kingdom'

• Global Game Jam Project Using "wave" as the theme
• Work as the leader of concept art, modeler and texture artist for the whole game design

3D Character designer

• Design and creating a 3D character about mechanical ninja by Maya & Zbrush

2016   3D Character designer

Level Designer "The King of Monkeys"

Environment artist, Animator and Modeler