



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

Professional Experience

Now

Victor Chui Art Freelance Artist / Designer

January 2006 - Now

Projects Completed
 Multiple

2016

Hot Glue Games Technical Artist / Designer

April 2016 - November 2017

2013

Gigataur Corporation Lead 3D / Technical Artist

Projects Completed
 Star Wars Rebels: Recon Missions
 X-Men: Days of Future Past

July 2013 - July 2015

2010

Design Interpretive Technical Artist / Designer

Projects Completed
 AvayaLive Engage
 Mitel MiVoice Video Phone

May 2010 - July 2013

Education

2007

Algonquin College Student / Program Assistant

Course Completed
 Advanced Diploma in Game
 Development

September 2007 - April 2010

Skills



Design



Illustration



Photography



3D



Motion GFX



Code

Software

Office Suite / Photoshop / Illustrator / Lightroom / Premiere / AfterEffects / InDesign / Corel Painter / Maya / 3Ds Max / Mudbox / Dreamweaver / Substance Painter & Designer / ZBrush / Sculptris / Topogun / Flash / Unreal Editor / Unity / Google SketchUp / Mischief / KeyShot

Programming Languages

C++ / C# / Java / JavaScript / Visual Basic / ActionScript / HTML5 / CSS / PHP / Lua

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

Hobbies

Tae Kwon Do / Hiking / Cycling / Sculpting

Tasks & Responsibilities



Victor Chui Art
Freelance Artist / Designer

2006-NOW



- ▶ Designing and coding websites using HTML5, CSS, PHP, Javascript.
- ▶ Creating illustrations, concept art, logos, covers, business cards, tattoos and promotional materials.
- ▶ Creating user interface assets, interaction, flow & motion.
- ▶ Creating realtime engines optimized assets (models, environments, special effects).
- ▶ Providing photography and photo-editing services using Lightroom and Photoshop.



Hot Glue Games
Technical Artist / Designer

2016



- ▶ Co-defining art direction for projects.
- ▶ Creating concept art for characters, vehicles, environment and weapons using Photoshop & Zbrush.
- ▶ Modeled, UV mapped, Rigged, Skinned, Textured and Animated 3D models in 3dsMax.
- ▶ Creating interactive dynamic props using UE4 Blueprints.
- ▶ Creating user interface assets, interaction, flow & motion.



Gigataur Corporation
Lead 3D / Technical Artist

2013-2015



- ▶ Creating game optimized environment, prop and character assets in 2D and 3D.
- ▶ Creating particle effects/special effects using proprietary tools.
- ▶ Environment Lighting using proprietary tools.
- ▶ Creating 2D & 3D visual concepts.
- ▶ Creating user interface assets and interaction effects.
- ▶ 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.



Design Interpretive
Technical Artist / Designer

2010-2013



- ▶ Creating optimized 2D and 3D environment assets for use in the Unreal Engine: Modeled, UV mapped, Rigged, Skinned, Textured and Animated 3D models in Maya and 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 interface assets, interaction, flow & motion.
- ▶ Programming interface prototypes using Flash and AS3.
- ▶ Programming web-based applications using Flash, Actionscript 3, PHP and MySQL.
- ▶ Creating photorealistic product renderings using 3ds MAX, Mental-Ray and iRay.
- ▶ Maintaining website by updating and adding new functionalities using HTML, CSS and PHP.

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