



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

Independent Developer

Jan '20 - Present

- General gameplay, gameflow, user interface programming
- Designing & Implementing gameplay concepts
- Creating framework for rapid prototyping and testing
- 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, environment and 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