

Ayoung Choi

3D Environment Artist

Henderson, NV, USA · Open to Relocation

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Portfolio: <https://achoi10.artstation.com/>

SUMMARY

3D Environment Artist with 4+ years of experience developing large-scale, real-time environments in Unreal Engine. Focused on modular architecture, world building, foliage systems, and real-time environment production.

PROFESSIONAL EXPERIENCE

Environment Artist

Intrepid Studios, Inc. — San Diego, CA

Jun 2022 – Feb 2026

Joined the *Ashes of Creation* environment team as a vegetation-focused artist and later became the dedicated Environment Artist for the Economy team. Developed assets supporting gathering gameplay systems while balancing real-time performance and gameplay readability in a large-scale MMORPG, and contributed to the team's transition to Unreal Engine 5 Nanite workflows.

- Created vegetation and mineral gathering assets for large-scale multiplayer environments
- Built gameplay-critical areas through environment layout and set dressing, enhancing readability and world-building.
- Produced modular architectural assets alongside natural environment assets
- Collaborated with design and environment teams to balance gameplay readability and environmental cohesion

Environment Artist (Contract)

VEU Inc. — Remote (USA)

Nov 2021 – Feb 2022

Worked as an Environment Artist at VEU Inc, a VR entertainment startup developing a social platform where players interact in shared virtual spaces. As the project was in an early stage with no established environment pipeline, I helped define the environment art direction and build the foundational level layout.

- Designed and built the main hub level where players first enter the VR world using Unreal Engine 5
- Created environment assets, lighting, and set dressing for interactive VR spaces

EDUCATION

Gnomon School of Visual Effects — BFA, Digital Production (Game Art Concentration)

Hollywood, CA, USA | 2019 – 2021

Ringling College of Art and Design — Game Art Program

Sarasota, FL, USA | 2016 – 2018

TECHNICAL SKILLS

Engines: Unreal Engine 4 / 5

3D & Materials: Maya, ZBrush, SpeedTree, Substance Designer, Substance Painter