

Ayoung Choi

3D Environment Artist

Portfolio: www.achoiart.com

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SUMMARY

3D Environment Artist with 4+ years of experience building large-scale, real-time environments in Unreal Engine. Specialized in modular architecture, world building, and foliage systems, with hands-on experience shipping production assets for a live MMORPG and contributing to UE5 Nanite pipeline adoption.

PROFESSIONAL EXPERIENCE

Environment Artist

Jun 2022 – Feb 2026

Intrepid Studios, Inc. — San Diego, CA

Vegetation-focused artist on the Ashes of Creation team, later the dedicated Environment Artist for the Economy team.

- Created vegetation and mineral gathering assets for large-scale multiplayer environments, optimized for real-time performance and gameplay readability.
- Built gameplay-critical areas through environment layout and set dressing, improving navigation and world-building.
- Produced modular architectural and natural environment assets for scalable, reusable level construction.
- Contributed to the team's transition to Unreal Engine 5 Nanite workflows.

Environment Artist (Contract)

Nov 2021 – Feb 2022

VEU Inc. — Remote, USA

Early-stage VR social platform; defined the environment art direction and built the foundational level layout with no existing pipeline.

- 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

California State University, Monterey Bay

Expected 2028

BS, Computer Science · Monterey Bay, CA

Gnomon School of Visual Effects

2019 – 2021

BFA, Digital Production (Game Art Concentration) · Hollywood, CA

Ringling College of Art and Design

2016 – 2018

Game Art Program · Sarasota, FL

TECHNICAL SKILLS

Engines: Unreal Engine 4 / 5

3D & Sculpting: Maya, ZBrush

Texturing & Materials: Substance Designer, Substance Painter

Foliage: SpeedTree