



Ayoungh Choi

Environment Artist

www.aychoiart.com

CONTACT

905 N 3rd St #108
Burbank, CA 91502

937.312.7809

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PROFILE

I am a 3d modeling and texturing artist. I'm specialized in realistic environments and hard surface modeling for games.

EDUCATION

Gnomon School of Visual Effects, Los Angeles, CA 01.2019 - 09.2021
BFA, Digital Production, Game Art concentration

Ringling College of Art & Design, Sarasota, FL 08.2016 - 12.2018
Game Art major

SOFTWARE

- + Maya • Zbrush • Unreal Engine 4 • Unreal Engine 5
- + Substance suite (Painter • Designer • Bitmap material)
- + Houdini
- + P4V
- + Vray • Redshift • Marmoset
- + Adobe suite (Photoshop • Illustrator • Premiere • After Effect)

SKILLS

Organic / Hard Surface Modeling

- + Using Maya and Zbrush, create high and low poly models for props, architecture, fleet, and natural environment
- + Sculpt, retopologize, unwrap and layout UVs for tiling

Material Creation / Procedural Texturing

- + Using Substance suite, create textures for natural environment elements (foliage, ground, rocks, plant, etc.) using node based system
- + Sculpt and paint textures for PBR based game environment

Realtime Environment Creation

- + Composite, Set dress and light Unreal engine scene
- + Optimize game textures, materials, and poly counts

Level Design / Game Design / World Building

- + Develop concept art for props, game character, storyboard, environment
- + Design maps for game levels, combat systems
- + Program game using Unreal Engine Blueprint and particle system (character animation, locomotion system, VFX)

PROFESSIONAL EXPERIENCE

Environment Artist / VEU Inc, Los Angeles, CA • Contract 11.2021 - 2.2022
+ Using Unreal Engine 5, set up and polish the real time render scene for metaverse VR environment based on concept art

Video Editor / EWSN Tour, Los Angeles, CA • Part-Time 12.2020 - current
+ Using Adobe Premiere and After Effect, edit video footage, imagery, dialogue, music, graphics, and color craft videos that showcase the Landscape and tourist attractions
+ Work with green screen/chroma keying footage

REFERENCES AVAILABLE UPON REQUEST



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WORK SAMPLES



Forest Ruins | <https://www.aychoiart.com/forest>



Marble Cave Lab | <https://www.aychoiart.com/marble-cave>



Floating Garden | <https://www.aychoiart.com/floating-garden>