

Carys Gooi

3D Environment Artist

Kuala Lumpur, Malaysia | carysgooi@yahoo.com.sg | [linkedin.com/in/carysgooi](https://www.linkedin.com/in/carysgooi) | [carysgooi.com](https://www.carysgooi.com) | [artstation.com/carysgooi](https://www.artstation.com/carysgooi)

Work Experience

3D Art Generalist Contractor at Test Jar Labs September 2022 - Present

- Implementing and authoring unlit shaders in Unity Shader Graph, including toon and water shaders
- Making stylized environment asset meshes and textures emphasizing readability, lines and shadows
- Coordinated with team members to facilitate and document art pipelines from concept, 3D to in engine

3D Art Summer Associate at Sony Immersive Music Studios June - August 2022

- Iterated on level blockouts with 6-person team of designers and engineers to layout art that supported the level design
- Created 8 props, a 7-piece modular building kit and 1 character outfit utilizing unique and trim textures
- Lit and set-dressed across 5 unique maps in UE4 to create a cohesive lighting and map aesthetic

3D Environment Art Intern at Airstafe Interactive (Saleblazers) June - August 2021

- Created a point-of-interest fishing hut from original concept and its 20+ worldbuilding props across 7 texture sets
- Sculpted high poly organic rocks, interactable pieces and tileable texture maps in ZBrush
- Optimized performance with texture atlasing, mesh combining and baked lighting within Unity
- Made 10+ modular walls, roofings and wall trims for in-game building customization using Maya and Substance Painter

Projects

Malaysian Coffeeshop (Solo Project) September 2022 - Present

- Procedurally making seamless, stylized floor tile and wall materials in Substance Designer
- UV-unwrapping architectural elements to align with sculpted tileable wood and brick textures
- Blocking out in Unreal Engine to further model, sculpt, unwrap and texture local Malaysian food and cafe props

Water Gazebo (Solo Project) August 2022

- Modeled, UV-unwrapped and textured a gazebo centerpiece, 8 modular props and foliage across 7 texture sets
- Sculpted foliage alphas, 2 tileable brick and roof shingle textures and a trim sheet for the gazebo in ZBrush
- Set-dressed the scene in Unreal Engine around the gazebo centerpiece with 8 modular props

Art Lead and 3D Artist on Charon June 2021 - May 2022

- Led an 8-person art team to produce concepts, stylized PBR models and textures for 2 large environments
- Modeled, sculpted and textured 2 hero characters and narrative-driving environmental pieces
- Lit environments, set up environmental shaders and basic VFX particle systems

3D Artist on Dreamland Confectionery January 2021 - February 2022

- Translated concept art into high poly sculpts and low poly models, with hand painted PBR and unlit textures
- Collaborated with a multi-disciplinary 20+ person team to develop for the Nintendo Switch

Education and Certificates

University of Southern California

BA Interactive Media and Game Design, BFA Game Art and Animation

CGPA 3.75, Graduated May 2022

CG Master Academy

Creating Stylized Game Assets, Credential ID 32706

January 2023 - April 2023

Skills

Art Software: Maya, ZBrush, Substance Painter, Substance Designer, Photoshop

Game Development: Unity, Unreal Engine, Shader Graph, Jira, Trello, Perforce, Github

Technical Skills: Box Modeling, Sculpting, UV Unwrapping, Retopologizing, Texturing (PBR + hand painted), Optimization

Hobbies

Drawing, crochet, playing video games and singing karaoke