

# Carys Gooi

## 3D Environment Artist

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### Work Experience

#### **3D Generalist Contractor at Test Jar Labs (*Ghostie: Battle for the Bones*)** September 2022 - Present

- Making stylized environment and prop asset meshes and textures emphasizing readability, lines and shadows
- Implementing and authoring unlit shaders in Unity Shader Graph, including toon and water shaders
- Coordinating 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

- Created 8 props, a 7-piece modular building kit and 1 character outfit utilizing unique and trim textures
- Iterated on level blockouts with 6-person team of designers and engineers to layout art that supported the level design
- 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, roofs and wall trims for in-game building customization using Maya and Substance Painter

### Projects

#### **Rabbit Statue Environment (Solo Project)** March - April 2023

- Sculpted hero piece of rabbit stone statue in ZBrush and retopologized as a game-ready asset
- Hand-painted 6 tileable textures and blended them with vertex paint in Unreal
- Created a kit of modular foliage and repeatable props and set-dressed them to create a cohesive scene

#### **Mangrove Forest Environment (Solo Project)** January 2023

- Sculpted a repeatable kit of foliage, wood planks and a stone sculpture in ZBrush
- Baked high res sculpts onto low res game-ready models and textured with PBR workflow using Substance Painter
- Set-dressed the scene in Unity and brought the environment from concept to finish in the span of a week

#### **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

#### **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 console

### 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