

Carys Gooi

3D Artist

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Skills

Art Software: Maya, Substance Painter, ZBrush, Photoshop

Game Development: Unity, UE4, Jira, Trello, Perforce, Github

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

Work Experience

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

- Modeled a 7-piece modular building kit and made its corresponding trim sheet in Substance Painter
- Created eight props and one character outfit which utilized both unique and shared texture sets
- Lighted and set-dressed across 5 unique maps in UE4 to create a cohesive lighting and map aesthetic
- Authored a combination of materials / blueprints to allow for smooth update of the level, props and set-dressing
- Skinned skeletal meshes to pre-existing rigs, weight-painted and made basic biped and prop animations

3D Environment Art Intern at Airstrafe 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 textures in ZBrush
- Optimized and reduced draw calls 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

3D Prop + Environment Art Intern at Weyrdworks Productions June - August 2020

- Reconceptualized two levels of a mobile game by modeling and hand painting unique set pieces
- Modeled, unwrapped and textured modern furniture models for an interactive Unity WebGL museum

Projects

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

- Led a 8-person art team to produce concepts, stylized PBR models and textures for two large environments
- Modeled, sculpted and textured two hero characters and narrative-driving environmental pieces
- Animated idle, rowing and attack animations for 4 characters, including biped, hand and limbless characters
- Lighted 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
- Worked with an interdisciplinary 20+ person team to develop for the Nintendo Switch

Sole 3D Artist on Agave VR August 2020 - May 2021

- Created four agave models, several foliage and mid-poly environment models with stylized PBR textures

Education

University of Southern California

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

Graduated May 2022

Extracurriculars

Makers of Entertaining Games Association (MEGA), President August 2020 - May 2022

- Led a 9-person executive board team in hosting a personal club record-breaking Newbies and Vets Game Jam 2021 with over 100 participants and 16 games in the span of 49 hours
- Managed a community of over 400 student game developers by organizing schoolwide and international game jams, weekly speaker events and industry talks