

Carys Gooi

3D Environment Artist

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Work Experience

Art Lead and 3D Artist at The Gang Asia

January 2024 - Present

Kuala Lumpur, Malaysia

- Reviewing, leading and providing feedback to artists from both artistic direction and technical perspectives
- Creating stylized environment, prop and simple character models optimized for a mobile audience
- Providing clear art direction, prompt feedback responses and ensuring optimized production workflows
- Delegating tasks prioritizing a smooth production timeline, along with recruitment and new team member onboarding
- Communicating across Asia + Europe timezones with art managers, producers and developers to deliver quality assets
- Shipping two branded game experiences as both an art lead and 3D artist with 2.6M+ visits

3D Generalist at Test Jar Labs

Sep 2022 - Dec 2023

Los Angeles, CA, USA

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

3D Art Summer Associate at Sony Immersive Music Studios

June - August 2022

Los Angeles, CA, USA

- 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

Personal Projects

Duckbound (Demo on Steam)

- Created six characters across nine days: toon shader, concept, models, textures, rigs and animations from start to finish
- Made four distinct environments sharing a texture, with readable stylized shapes and modular kits for quick adjustments
- Worked closely with design and code to iterate, adjust and set-dress environments over a rapid development cycle

Neo Tokyo Octopus Bar

- Modeled, textured, lighted and set-dressed a full environment in Unreal with modular props and a bar centerpiece
- Four sets of tileable and trim sheet textures created in Substance Painter with a touch of handpainted variety
- Tech-art experimented with caustics light functions, a wind shader for the foliage and fish animated on a curve

Rabbit Statue Environment

- 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

Water Gazebo

- Modeled, textured and set-dressed 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

Education and Certificates

University of Southern California | BA Interactive Media and Game Design, BFA Game Art and Animation

CG Master Academy | Creating Stylized Game Assets, Credential ID 32706

Skills

Art Software: Maya, Blender, 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