

HAMEDA YEUNG

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CAREER OBJECTIVE

Dedicated 3D Artist pursuing a position as **Environment / Effects artist** to provide original visualization and contribute to the success of your organization.

SUMMARY OF QUALIFICATIONS

Ability to construct believable **2D/3D environments/ effects** by adhering closely to art and design concepts through creative application of **modeling, texturing, lighting, normal mapping, particle effects** and **animation** techniques. Firm grasp of **design principals, colour – theory** and **level design**, as well as the **Unreal engine**. Sound knowledge of traditional Film production techniques including **Cinematography, Editing**, and **digital compositing**. Excellent **illustration / artistic skills** for creation of **storyboards** and **conceptual work**. Sound knowledge of methods and operations of **advanced graphics, drawing/illustration, presentation** on both **Mac and PC platform**.

POST-SECONDARY EDUCATION

2003-2004

HUMBER COLLEGE INSTITUTE OF TECHNOLOGY AND
ADVANCED LEARNING, Toronto, Ontario, CANADA
3D for Production – Graduate Certificate (Honours)

Areas of Study:

- Traditional Art
- 3D Wireframe Modeling
- Texturing & Unwrapping
- Animation Art
- Digital Cinematography
- Motion Capture

1999 - 2002

SHERIDAN COLLEGE SCHOOL OF ANIMATION, ARTS AND
DESIGN, Oakville, Ontario, CANADA

Media Arts – Diploma

Areas of Study:

- Digital Special Effects
- Aesthetics of Editing
- Production Design
- Script - Writing
- Cinematography
- Visual Storytelling
- Sound Design

SKILLS AND KNOWLEDGE ACQUIRED THROUGH EDUCATION AND EXPERIENCE

- Ability to create 3D environments with both High and Low-Polygon (organic / inorganic) modeling
- Skilled in creating Textures, assignment, as well as mapping applicable to interactive entertainment

Continues...

- Sound knowledge in Traditional Cinematography and lighting techniques and application to 3D environments
- Specialized in particles and environmental effects and had been the key effects artist on numerous projects on the Unreal engine
- Experienced in Art Direction, Set / prop Design and physical construction and scenic painting
- Familiar with storyboard creation & techniques to set-up scenes to enhance storytelling
- Strong illustration skills & understands the key principles for creating strong & believable characters
- Experience with programs such as on both **Mac & PC** platform:

3DS Max 9.0 (2 Yrs)	Maya 7.0 (2 Yrs)	Adobe Photoshop CS (8 Yrs)
Mudbox (0.5 Yrs)	Unreal Editor 2.5 (2 Yrs)	Unreal Editor 3 (0.5 Yrs)
AfterEffects (5 Yrs)	Premiere (6 Yrs)	Dreamweaver (3 Yrs)

OTHER EDUCATION / TRAINING

I.A.T.S.E. LOCAL 873 & RYERSON POLYTECHNIC UNIVERSITY, 2003
 Toronto, Ontario, CANADA

Toronto Film Orientation Certificate & WHMIS

SELECTED WORK EXPERIENCE

BEDLAM GAMES/GROOVE MEDIA, Toronto, Ontario 2006-2007

Environment / Effects Artist

- Modeled, textured, lit assets and designed levels for multiple games on Skillground.com
- Key particles/effects artist on multiple released and unreleased games
- Actively involved with preproduction phases of development and improving the production pipeline of the studio
- Game credits include: *Kung-Fu: Deadly Arts*, *Warpath* (Additional content for skillground.com release), *CQC* (Additional content for skillground.com release), *The Road to Sparta – 300: The game* for Skillground.com release (Unreleased)

SPECIALTY BOARD GAMES, Toronto, Ontario 2005-2006

3D Artist / Designer

- Designed and created all 3D artwork and graphics for multiple DVD board games
- Responsible for digital compositing as well as editing
- Actively involved with preproduction and visualization of new project proposals
- Game credits include: *The Apprentice – DVD Game*, *Nascar The DVD Board Game* (2nd Edition), *WWE The DVD Board Game* (2nd Edition)

WOMENWISE, Toronto, Ontario 2004-2005

Conceptual Artist, Flash Designer

- Designed and created all artwork and graphics for a Mobile game in pre-production
- Redesigning flash animations for the company website

2005

MARKETING EXCHANGE NETWORK INC, Toronto, Ontario

Multimedia / Broadcast Designer

- Content creation for sales, marketing and advertising purposes
 - Design and produce video / flash advertisements for partners such as Pizza Pizza, Hilton Barbados, and Macs to be broadcasted on the network
 - Management of content on MxN Networks to ensure content is delivered and played properly.
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SKILLS / ATTRIBUTES

- ability to adapt to changing technical specifications and pipeline structure efficiently and promptly
 - willingness to accept new ideas/concepts and inspire others
 - ability to learn and adapt to new software/tools and pipeline in a remarkably short period of time
 - excellent time management skills and works well independently as well as within a team
 - exceptional adaptation and problem-solving skills
 - constantly seeking for new ways to improve personal skills as well as techniques for improving the visual quality of work created with limited use of resources
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REFERENCES AVAILABLE UPON REQUEST