



Rocee Yimei Guo

3D Artist

roceein3d@gmail.com, roceein3d.com

Professional Skills and Programs



Maya



Zbrush



Photoshop



Topogun



XNormal



SpeedTree



Quixel Mixer



Substance
Designer



Substance
Painter



Unreal
Engine



Unity



Unfold 3D



Marmoset
Toolbag



Quixel
Bridge

Qualification

- Fluent in English and Mandarin Chinese.
- Proven ability to work towards a large project by cooperating with team members.
- Strong ability of learning new skills and programs.
- Experienced in using latest industrial techniques, such as PBR texturing, to create high quality 3D assets.
- Experienced in working with Unreal Engine 4 and Unity.
- Experienced in creating shaders with graph editors for specific uses.
- Excellent communication and interpersonal skills.

Portfolio

Portfolio is available on my personal website at roceein3d.com .

Education

Otis College of Art and Design
Bachelor of Fine Arts, Digital Media

Los Angeles, CA
August 2012 - May 2017

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Experience

- Magic Tavern November 2019 - Present
Technical Artist
Responsibility: Creating lighting models for mobile games. Problem solving in rendering process. Creating shaders to improve graphic quality and rendering efficiency. Assist coordination and communication among game design team, art team and program team.
- Unlimited Fly Games (Beijing) August 2018 - October 2019
Blind Spot VR
Technical Artist / Textures and Shader Artist
Responsibility: Created shaders and particles in Unity for dramatic visual effects and game play uses. Made PBR textures. Optimized topology and textures for asset packs, modeled and textured engine ready assets.
- ARwall, Inc. March 2018
Ready Player One Challenge AR Experience
UE4 Environment Technical Artist
Responsibility: Created engine ready assets. Optimized topology of film models. Unwrapped UV maps. Created PBR textures. Produced particle effects and animated materials in UE4. Arranged the lay out of environment assets.
- Hidden Legend Games September - December 2017
3D Environment Artist / Material Artist
Responsibility: Created environment assets. Generated levels of details. Built PBR textures in Substance Designer and Substance Painter. Produced particle effects in UE4. Set up and edited materials in UE4. Built foliage in Maya and Speedtree.
- Otis College of Art and Design January - May 2017
Teaching Assistance
Responsibility: Helped students troubleshoot in 3d software and projects while assisting the instructor.