

Ka Yeung Kenny Tsui

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Skills:

- Skilled in Maya for 3D modeling and animation, specialising in character creation.
- Proficient in ZBrush for digital sculpting and high-resolution textures, with expertise in realistic character skins.
- Advanced retopology skill from high-res scanned models, optimise for real-time applications.
- Experienced with Substance Painter for creating normal maps, shadows, and ambient textures from high-poly models.
- Proficient in Marvelous Designer for simulating cloth and fabric, particularly for costume and clothing modelling.
- Trained in Xgen for procedural hair and fur textures, commonly used for character assets.
- Familiar with Unreal Engine 5 for real-time visuals, lighting, and textures in game projects.
- Software proficiency: Maya, Photoshop, ZBrush, Substance Painter, Marvelous Designer.
- Right to work in the UK, Available to work for different time zones.

Co-Lead Associate Modeller at **Electronic Arts Canada** - 2008

- Created characters for several popular AAA games like NBA, NHL, and FIFA.
- Co-led a team of 15 artists, coordinating tasks for artwork reviews.
- Assigned daily tasks based on team members' skill levels.
- Provided structured feedback to vendors through documents and videos.
- Resolved technical issues with 3D art assets on a daily basis.
- Modelling and textured player props, including soccer balls, boots, and basketball shoes.

Senior Artist at **Artificial Life HK** - 2011

- Developed and released 30 mobile games, handling all aspects from initial concept to final launch.
- Collaborated with a team of artists and developers to create engaging gameplay mechanics.
- Conducted extensive research and gathered style references to ensure visually appealing game designs.
- Utilized industry-standard software to craft 3D assets like characters, environments, and props.
- Edited demo videos to effectively showcase game features and attract potential users.

Production Artist at **Zoneo Ltd HK** - 2012

- Oversaw the creation of 3D assets for television commercial footage production, ensuring top-notch quality in all deliverables.
- Carefully crafted high-resolution 3D models to showcase product designs with precision and improved aesthetics.
- Collaborated closely with the creative team to develop visually captivating and technically accurate 3D assets for rendering.
- Made significant contributions to enhancing product designs through intricate and high-resolution 3D models.

Artist at **Art Recipe Ltd HK** - 2023

- Created impressive 3D render compositions to present client projects, consistently meeting and surpassing their expectations.
- Possessed advanced skills in designing high-quality 3D character models specifically for games, ensuring accuracy and meticulous attention to detail.
- Collaborated closely with clients to understand their visions and effectively transformed them into detailed and visually stunning 3D render compositions.
- Contributed significantly to the development of optimized 3D character models for games, seamlessly integrating them into game engines.

References info upon request.