

Paul Tran

Environment Artist

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Summary

Adaptable, passionate 3D Environment artist looking to work in an environment where my creativity, artistic and technical abilities can flourish. Interested in becoming part of a team that will create the best interactive experience possible.

Work Experience

Unannounced Project | **Section Studios**, Los Angeles, CA

October 2015 – Current

Junior Environment Artist

During the project I worked closely with the Art Director and Concept Artist to establish the overall feel for the game on the Environment Art end. I was responsible for establishing the overall in-game environment and textural direction. I was responsible for taking fifteen levels from gray box to its final shipping build.

- Created Props, Architectural meshes, Destructible Meshes, and Textures.
- Created various vertical slices to serve as the art quality benchmark for the game.
- Collaborated with Graphics Engineer to create shaders and various systems to help bring the game to life.

DeadRealm | **Section Studios**, Los Angeles, CA

January – July 2015

Junior Environment Artist

During the project I worked with the other artists on the team to establish the Art Direction. I was responsible for creating architectural pieces, props, set dressing, lighting environments for various levels. I also served as an Environment Technical Artist, R&D Shaders and Rendering pipelines within Unity3D, coming up with solutions to general problems during production, from Rendering to overseeing game Optimization.

- Created Props, Architectural meshes and Textures.
- Set dressed levels, lit levels, Overall game optimization.
- Created Master Shaders for Environments, Characters, and other purposes, in Unity via ShaderForge and HLSL.

Unannounced Project | **House of Moves**, Culver City, CA

February – March 2014

Unreal Cinematic Artist

During the project I worked closely with the Art Director and other artist to establish the lighting mood and overall ambience and to ensure the shots we're all consistent. I also assisted the Technical Director troubleshooting issues occurring for other artist in engine providing fixes and or work around.

- Created shaders and particle systems also augmenting existing shaders and particle systems.
- Placed particle systems for each shot based on concepts, to help bring the whole ambience together.
- Lit characters and environments

Yaiba: Ninja Gaiden Z | **Spark Unlimited**, Sherman Oaks, CA

November - December 2013

Technical Artist

As a technical artist my responsibilities was to profile the entire game utilizing Unreal Engine 3 memory profiler. I also created technical documentation containing performance stats for every level and relayed the data to multiple departments to pinpoint areas with performance instability.

- Researched various ways of reducing the amount of draw calls through culling inside of Unreal, and then applied the research in game to help increase frame rate issues.
- Optimized levels to meet memory budgets, reducing draw calls and texture resolution, while maintaining established art fidelity.

Yaiba: Ninja Gaiden Z | Spark Unlimited, Sherman Oaks, CA

May – December 2013

Environment Artist

During the project I worked closely with the art director, designers, technical art director and level leads. I was responsible for taking four levels from gray box to its finalized shipping build. I was also responsible for crafting architectural pieces, set dressing, character and environment lighting for various levels.

- Created destructible meshes as requested from the design department.
- Created and modified existing props to help breathe life into the cinematics and environments.
- Collaborated with senior artists in creating content which could be streamlined across all environments to add human scale elements to help ground the environment.

Skills

- Proficient in high poly to low poly process.
- Proficient knowledge of Diffuse, Specular, Normals and Gloss Mapping.
- Organizing varying file structures to streamline work.
- Proficient in UVs for Normals Mapping.
- Intermediate knowledge of Shader creation to make 3D assets come to life.
- Knowledge of form, color, lighting, silhouette and composition.

Software

- 3ds Max/Maya
- ZBrush
- Photoshop
- Unreal Engine/Unity3D
- Substance Designer/Painter
- Per Force

Education

The Art Institute of California, Los Angeles, CA

June 2009 – December 2013

Bachelor of Science in Game Art & Design