



- Summary -

As a 3D Asset Artist with 3 years of industry experience who is creative, hard-working, and collaborative, I am passionate about storytelling through visual mediums. Having completed my bachelor's degree at the Queensland University of Technology, I have specialised in 3D character, prop, and environment modelling as well as texturing where I have previously worked on episodic stylised web-series in studio using both real-time and path-traced renderers. I am always looking for more opportunities to work with skilled team members and grow my skills as an artist.

- Experience -

Freelance Digital Artist

August 2025 - Current

- Transferred 2D illustrations to 3D models while maintaining original artistic intent
- Created a 3D character based on client drawings
- Prepared model files for 3D printing including keys and cuts
- Used Illustrator and Photoshop to create and design flyers, social media posts, and other promotional material

Notable Projects

- Posed 3D character model for 3D printing with Colab Merch AU [Unreleased]
- Valentine's Day Banquet 2026 Flyers for The Thai Orchid Springwood

3D Asset Artist, Pixel Zoo Animation Studio

March 2022 - December 2024 | March 2025 - August 2025

- Translated 2D illustrations to 3D models while maintaining original artistic intent
- Has a solid understanding of proper topology for characters and hard surface props while being conscious of poly-count
- Created animation ready models and character variants occasionally based on client provided STL files while maintaining the original design/intention
- Produced efficiently laid out UVs for texturing
- Used Illustrator and Photoshop to create seamlessly tiling materials from client provided call-out sheets and designs
- Created textures that fit the directorial style in Substance Painter and Designer
- Collaborated on sets by creating assigned assets that match the style of the full environment
- Understood and adhered to limitations and advantages of using a real-time renderer
- Worked and communicated with team members effectively both on-site and remotely
- Produced quality work while adhering to deadlines
- Documented new workflows and taught them to the rest of the department
- Learnt and adapted to new pipelines and asset tracking systems

◆ Freelance Illustrator and Product Designer

December 2019 to August 2022

- Illustrated the cover of an independent art publication twice
- Produced full-colour digital illustrations for independent magazines
- Produced digital illustrations optimised for both online and print display
- Familiar with professional illustration tools such as Clip Studio Paint, Adobe Photoshop, Illustrator, and stylus and display tablets
- Communicated with project members over different time zones using email, Discord, and Google docs
- Collaborated with writers to illustrate parts of their work as scenes or comics
- Designed products for manufacturing such as enamel pins, buttons, and embroidered patches

◆ 3D Clothing Asset Artist, 18 Degrees

May 2020 - July 2020

- Translated 2D illustrations to 3D models
- Proficient at re-topology for animation
- Proficient at UV Mapping and Texture Painting
- Worked remotely efficiently

◆ - Software -

3D

Autodesk Maya
Substance Painter
Substance Designer
Unreal Engine 5
Redshift
ZBrush

Have dabbled in:

Marvelous Designer
Blender
SpeedTree

2D

Clip Studio Paint
Adobe Photoshop
Illustrator
After Effects
Microsoft Suite

◆ - Skills -

3D

3D Asset Modelling
3D Character Modelling
Set and Environment Creation
Poly Hair
Retopology for Animation
UV Unwrapping
Texturing
Material Creation

2D

Digital Illustration and Comics
Character Design
Concept Art
Storyboarding
2D Animation
Graphic Design

◆ - Soft Skills -

Dedicated and Self-motivated
Friendly and Resourceful
Works well with others and can lead
Fast learning and detailed oriented
Trustworthy and Reliable

◆ - Education -

Bachelor of Fine Arts (Animation)
Queensland University of Technology
Graduated with Distinction
2017 - 2019

◆ - Interests + Hobbies -

Tailoring, Costuming, and Sewing
Handcrafts
Reading
Badminton

- References -

Donna Rudd

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Tristan Endacott

Director - Baby Alive S3 and Animation Lead,
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Thank you for your time. I hope to hear back from you soon!