

NELSON DOU

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US Citizen

EDUCATION

Bachelor of Science in Electrical Engineering

California State Polytechnic University, Pomona

SKILLS/ABILITIES

Software

- Max, Maya, Blender, Zbrush, Photoshop, Substance Painter
- Unity, Unreal, Vray
- Jira, Confluence, GitHub, SVN, Notion, Perforce

Expertise

- Hard surface modeling, environment, 3D generalist.
- Mobile and social games
- Understanding and application of both PBR and traditional shader techniques used in both realistic and stylized art.
- Art management and outsourcing management.

WORK EXPERIENCE

Senior 3D Artist, Super Bit Machine (2017- Present)

- Work with outsource studios by creating documentation and reviewing art.
- Built full modular environments with lighting and props.
- Built weapons and other props for characters.
- Textured weapons and characters with multiple variations.
- Work closely with engineers to implement art and optimization.

Lead Artist, *Glu Mobile* (2014- 2017)

- Managed other 3d artists and outsourced artists– creating tickets, teaching workflow, managing quality and deadlines.
- Created documentation for other artists and outsourcing companies.
- Built full environments with lighting and props.
- Optimization of assets throughout the game.
- Worked closely with engineers to set process and techniques for workflow and optimization.
- Determined look and feel and taking charge of art direction and management of project and team.

Senior 3D Artist, *Cie Games* (2010- 2014)

- Created environment art, props, vehicles, as well as character art.
- Communicated with outsourcing companies; maintain relationships, manage quality and deadlines.
- Created documentation for technical as well as workflow techniques for all game projects.
- Managed a small team of 3d artists and mentored them.
- Created workflow for all games in production.

3D Artist, *Cie Studios* (2008- 2010)

- Quality assurance for Tire Buyer 3D car and wheel models.
- Worked closely with outsourcing companies to deliver accurate 3D models.
- Worked on 3D art for client websites that include: Nitto, Scion, Pioneer, Tire Buyer.

3D Artist, Freelance (2004- 2008)

- Created assets for various tech demos and games such as police training and Wii controlled games.
- Created models, textures, and animations for clients such as Sandia Labs, Chimera Game Studios, as well as various other clients.

3D Artist, Richfield Inc. (2003- 2004)

- Built pre-viz models of house interiors with focus on kitchens and bathrooms.
- Introduced and implementing lighting solutions to further enhance the render quality.