NAY AUNG

3D Modeler | 3D Generalist | Technical Artist

☎(510) 896-5386 | www.nayaung.net | nayooaung@gmail.com | www.linkedin.com/in/nay-aung/

KNOWLEDGE

Pipeline:

- High-Poly/Low-Poly Modeling
- Procedural Assets Modeling
- Organic/Hard-Surface Sculpting
- Retopologizing
- UV Unwrapping
- Texturing
- Lighting
- Rendering
- Baking Normal/Displacement
- Compositing
- Rigging
- Basic Rotoscoping
- Basic Design Concepting
- Simple Animations
- Basic Languages - Python, Maya MEL, Unreal Blueprints, Unity C#, ShaderLab

Software:

- Maya
- 3DS Max
- Zbrush
- Unity
- Unreal Engine
- Mudbox
- Mari
- Photoshop
- Illustrator
- Premiere
- Flash
- Fusion/Nuke
- V-ray
- 3D-Coat
- After Effects
- Marvelous Designer
- Substance Painter
- Substance Designer

EDUCATION

Cogswell Polytechnical College - Sunnyvale, CA

B.A. in Game Design Art — May 2018

B.A. in Digital Art and Animation — May 2015

EXPERIENCE

CG Lighting 3D Artist — Feb 2022 - Sep 2022

Hogarth - Sunnyvale, CA

- Matched lighting products precisely with extensive care from provided references
- Created clean matte layers for each product's components
- Reported/Reevaluated recursive problems with explicit solutions
- Reorganized/Managed thoroughly lights/scenes frequently
- Delivered completed products consistently in a timely manner

Technical Artist [Unity] — Mar 2020 - Jan 2022

StoriePlay LLC - San Jose, CA

- Modeled/Textured/Rigged 3D characters from idealized 2D concepts
- Organized UV layout/Modeled procedural 3D assets for gaming pipeline ready
- Developed basic automated Rigged for faster production pipeline
- Developed early-staged game mechanics for pre-visualization [Unity C#]
- Set up Shader Materials and Visual Effects for appropriate visual style
- Composited/Edited rendered photos for enhancing visual atheistic
- Created 2D GIF Animations such as cursor animations & scoring
- Concepting pre-visualized design for pre-production
- Shared repository data [Git Commands, Unity Collaborate]

3D Generalist [AR Face Tracking] — Oct 2018 - Aug 2019

FanBabble - San Jose, CA

- Modeled/Textured/Rigged/Rendered 3D assets for mobile platform
- Re-adjusted/Matched 3D assets for face tracking

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EXPERIENCE

3D Generalist [VR Oculus - Unreal Engine] (School Internship) Jan 2017 - May 2018
Cogswell Game Studio **-** Sunnyvale, CA

- Modeled/Textured 3D props and interior designs from concepts for gaming pipeline
- Assured assets and textures quality while maintaining 90 Fps
- Managed lighting and post-processed effects for visual atheistic
- Created level design with primitive shapes for smooth game play experience
- Shared repository data [SVN]

Quality Assurance Specialist/Analyst Dec 2015 - July 2016
Apple **-** Cupertino, CA

- Managed as image annotation and data entry
- Participated daily meetings for enhancing quality product
- Provided feedback/Reported bugs for propriety software
- Co-operated with teammates to deliver on time for production

3D Modeling TA Aug 2015 - Nov 2015
Ohlone College **-** Fremont, CA

- Assisted students for clarity with simplified explanations from instructor's lectures

3D Generalist (School Internship) Jan 2013 - May 2015
Star Thief Studio **-** Sunnyvale, CA

- Modeled/Textured interior assets and animal characters
- Unwrapped UVs/Generated Normal and Displacement Maps
- Rigged/Skinned 3D assets such as trees, plants, and insects
- Composed lighting/Color matched between shots
- Cleaned outliners/Organized asset files prepared for animators and lighters