



Yu Harn (Yuko) Hwang

Modeling and Texturing Artist

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Summary of Skills

MODELING

Following concepts to determine suitable composition, creating asset sets from scratch, assembling complete environments from asset sets and hero props.

Modeling Hardsurface and Organic props in Zbrush and Maya. Proficient in retopologizing in Maya.

Proficient in utilizing modeling kits for kit bashing purposes.

TEXTURING

Utilizing Substance painter for texturing and baking high resolution detail to low resolution asset.

Developing tiling texture using node base software such as Substance Designer with attention to texture density requirement.

Proficient in using blends and lerp to combine textures in Unreal's shader graph for final output.

Designing and optimizing shaders in Unreal Engine 5.

ADDITIONAL SKILLS

Prepping, optimizing and importing assets into Unreal Engine 5.

Lighting and Post Processing in Unreal Engine, Nuke, After Effect and DaVinci Resolve.

Experience in drawing different genre concept art - character, environment and props

Fundamental understanding on Character Animation, Rigging and Houdini environment and props

Basic understanding on Character Animation, Rigging and Houdini

Education

Gnomon School of VFX, CA Oct 2020 - Dec 2023
Attending : Bachelors of Fine Arts - BFA, Game Art

Hsing Wu University Sep 2014 - Jun 2018
Graduated : Bachelors degree - Digital design

Professional Experience

3D Animation Intern - Jnana studio Aug 2017 - May 2018
Full-time, Neihu District, Taipei City, Taiwan

- Developed storyboarding for commercials and movies using photo shop
- Designed motion graphics for commercials in After Effects
- Designed, modeled, and textured 3D props
- Designed 2D character

Awards

Gnomon Best of Term -
Environment Games
2023 WINTER TERM game
environment exterior

2023 Vega Digital Awards
- Gold Winner Digital
Illustration (Single)

Profile

Los Angeles-based CG Artist
from Gnomon School of Visual
Effect with BFA Game track.
Specializing in Realistic
Modeling and Texturing.

Software

- Autodesk Maya
- Substance Painter
- Substance Designer
- Substance Sampler
- Unreal Engine
- Zbrush
- Marvelous Designer
- Vray
- Redshift
- Gaea
- Marmoset Toolbag
- FiberShop
- Photoshop
- Illustrator
- After Effect
- Nuke
- SpeedTree
- Xgen
- DaVinci Resolve

Languages

Chinese / Native
English / Professional working
proficiency