

Le Guo

Works

NetEase Games - 3D Environment Artist Intern

Hang Zhou, China.

06/2018 - 09/2018

Participated in some Scifi game scenes of a Marvel superhero open world action game demo.

Participated in the next generation HD iteration of mobile game version of <A Chinese ghost story>. My main work was to optimize a large number of old terminal games and mobile game art materials to become the material flow with PBR.

Worked out a new production process for the project team on how to render 2D cartoon style with 3D scenes.

Colgate - Game Designer

Savannah, Georgia.

04/2018 - 06/2018

participate in a team of 15 students to create two concepts to revolutionize the way people value their oral care. Through multiple weeks of research and interview, we design the future of oral care experiences (through products & services) for young adults. My main job is to focus on how to use gameplay to improve the user experience of oral care habits.

Perfect World Games - Game Environment Artist

Beijing, China.

04/2015 - 04/2016

Participated in <Final Fantasy Awakening> in cooperation with SQUARE ENIX. My main work was to make sky boxes for a number of open world 3d environment and also participated in the concept design of scene and props.

GAMEBAR Entertainment Technology

- Game Concept Designer

Beijing, China.

04/2014 - 04/2015

Participated in the concept and 3D environment texture artist of Faith of Danschant, Unreal Engine 4 RPG PC game.

Institute Of Automation, Chinese Academy Of Sciences

- Senior Concept Designer

Beijing, China.

02/2013 - 04/2014

As the main art designer, I led the art team to complete the storyboard and concept design of a lot of animation projects.

Zhengtong Yihe Culture And Art Exchange Company

- Film concept designer & matte painting artist

Beijing, China.

08/2012 - 02/2013

Focus on Film concept design & matte painting for TV Show and Movie.

The Ninth - 2D Game Concept Designer

Shang Hai, China

01/2011 - 08/2012

Participated in the production of art resources for many IPTV games.

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91501

- 3D Environment Artist
- OPT Start Date: 05/31/2019
- www.fantasyasmuscle.com
- linkedin:
www.linkedin.com/in/Fantasyasmuscle
Facebook ID: fantasyasmuscle

Skills

Maya, 3D max, Zbrush, Substance
Printing and Design, Quixel Suit, Quixel
Mix, Unreal 4, Unity, SpeedTree,
rizomuv VS, Marmoset, MightyBake,
World Machine and Photoshop required

Education

03/2016 — 05/2019

Savannah College of Art And Design

Savannah, GA, USA

Master's degree

Game And Interactive Media Design

2nd Place Key Art for Entelechy 2019

07/2008 — 07/2012

Beijing Union University

Beijing, China

Bachelor's degree

Digital Arts

03/2010 — 07/2010

Taiwan Chienkuo Technology University

Changhua, Taiwan

Mainland Exchange Student



Le Guo

environment Artist

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Dear Hiring Manager,

I am writing to you regarding the environment artist. As an accomplished professional with more than 5 years of game or movie industry experience and master degree of the game and interactive design, I strongly believe that I am a good fit for this position and would love the opportunity to become a valued member of your team.

During my more than 5 years of experience, I have honed the skills necessary to succeed in this position. I've had the privilege of working with many excellent game developers at some of the top game companies in the world, also I am very lucky to participate in the development of the famous AAA game, Final Fantasy series, as an environment artist. My previous experience working as 3D environment artist for Netease, make me have strong skill in Maya, Zbrush, Substance designer and painting. I have an excellent track record of creating a new workflow about how to render 2D cartoon style with 3D scenes that helped my team significantly improve productivity successfully. Also, My expertise in concept design and traditional arts make me a great addition to your team.

My technical experience with hard surface weapon and props modeling, BPR texturing and shading and organic world building should be a welcome asset to your team. How to successfully express the imagination or concept design in the AAA game world has always been the most attractive part for me and I always strive to apply in my work. In addition, as an MA graduate student at Savannah College of Art and Design(SCAD) and expect to graduate in May of 2019, these three years of campus life not only improved my professional skill significantly but also enabled me to learn contemporary art, medieval architecture, user experience, and community skill. These will help me work better in this position.

I greatly appreciate the time you have taken to consider this letter. As a professional and an avid game artist enthusiast, I am excited to have the opportunity to discuss the position of environment artist, and if possible would like to continue in contact.

Sincerely,

Le Guo

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