

ANRAN GONG 3D artist

424.384.3506 | www.anrangong.com | agong1028@gmail.com

SKILLS

Artistic Skills: 3D Modeling, Sculpting, PBR Texturing, Lighting, Visual Effects

Software: Maya, Zbrush, Substance Designer, Substance Painter, Unreal Engine, Unity, Houdini, Photoshop, Illustrator, After Effects

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

Master of Entertainment Technology

May 2022

- Advanced Pipeline Topics for Film and Game Art, Digital Art Studio, Building Virtual World

University of California, Los Angeles, Los Angeles, CA

Bachelor of Arts, Design | Media Arts

June 2019

- Game Design, 3D Modeling, Animation, Film Production

AWARDS

AIAS Foundation Scholar 2021

Summer 2021

Academy of Interactive Arts & Sciences

ACADEMIC PROJECTS

Dreamward, ETC

Spring 2022

3D Environment Artist

- Design and create 3D assets and materials
- Create lighting, level layout, set dressing and post-processing in Unreal Engine

Neuroscience Game, ETC

Fall 2021

3D Artist

- Design and create 3D assets, materials, and particle effects
- Create lighting, level layout and post-processing in Unity to accommodate Tobii Eye Tracker equipment

Woodevil, ETC

Spring 2021

3D Environment Artist

- Visualize entire forest scene and detail with minimal concept art and limited direction
- Create organic 3D models and PBR materials for trees, foliage and terrain
- Procedurally generate plant and rock assets to improve efficiency

EXPERIENCE

3D Art Teaching Assistant

Fall 2021

Entertainment Technology Center(CMU), Pittsburgh, PA

- Giving lectures and workshops on 3D digital art techniques and relevant software and engine training
- Providing feedback and critiques on students' projects

Digital Artist (3D&2D)

2018 - 2020

AIB Sportsbrands, Beverly Hills, CA

- Created 3D models and animation for "MORE Sports" APP
- Motion graphic design for video Ads and Social Media posts (Instagram, Facebook, etc.)

3D Assistant Internship

Winter 2016

123VFX Film Production Company, Beijing, China

- Create cinematic 3D models and optimize assets for film VFX production