## Li-Chung Chih 2203 106th St Apt# E203, Seattle, WA, 98133 | (240)-899-9117 | lichungchih@gmail.com <http://www.linkedin.com/in/lichungchih> | [www.3dsynthesis.com](http://www.3dsynthesis.com) | Lichih.com

**Objective:**

To assist a studio by utilizing my visual, analytical and administrative abilities.

**EXPERIENCE:**

**The Good Mood Creators Environment Artist Aug 2014 – Present**Seattle, WA

* Using Unity Engine and Maya to create visual elements according to designer blocks and concept art.
* Refined and Modified VFX throughout the 3D environment and consolidate for final optimization.
* Based on Concept and Design, Lit complete environment open world in Unity.
* Coordinated with Producer and Designer in establishing workflow in ensuring game play functionality.
* Revising, and adjusting models throughout library with Ndo, Photoshop, Maya and Zbrush.

**Microsoft** via **Aquent (Contractor) Quality Assurance Lead Feb 2013 – December 2013**Redmond, WA

* Quality Assurance Lead for Forza 5 Motorsport, Xbox One.
* Worked directly with lead software engineer, lead game design and lead environment supervisor on detecting bugs and bugs resolution.
* Provided technical assistance support with environment leads.
* Coordinated one on one with vendor partners to ensure the level of quality in work and pipeline work flow.
* Directed, trained and manage QA team in workflow and driving towards goal achievements.
* Setting up weekly plans, meetings, and training information.
* Ran test passes and coordinated test passes. Worked with managers and test leads to coordinate work priority.
* Search through build logs database for stop issues. Called out issues in detail via screen cap editing and verbal description.
* Processed artificial intelligent spline for all levels and ensure the AI operates flawlessly.
* Maintain level of game play by ensuring physic type is correctly distributed and collision is set dressed accurately.

**Google** via **Areotek (Contractor) Visual Data Specialist Feb 2012 – Feb 2013**Bothell, WA

* Created, moderated and edit geospatial content as well as facilitated user.
* Responsible for data edits based on internally and automated generated data.
* Test and provided feedback on various new procedures within a special projects team to improve work flow.
* Provided technical assistance support and established methodology allowing above average efficiency.
* Created and Maintained database, while testing new standard processes for data moderation.
* Operated in Ubuntu / Linux based OS environment.

**Microsoft** via **Aquent (Contractor) Environment Artist Feb 2011 – Jul 2011**Redmond, WA

* Responsible for evaluating GIS images to implement in 3D environment.
* Provided consultation in improving workflow solutions to the project needs.
* Performed troubleshooting project with proprietary software.
* Executed high poly geometry to low geometry on assigned project.
* Adjusted visual and performance tuning and optimization.
* Perform tool test and feedback given for tool improvement.
* Reviewing models and creating comprehensive spreadsheets detailing all issues with models.

**Airtight Games** via **Aquent (Contractor) Environment Artist Nov 2010 – Feb 2011**

Redmond, WA

* Used Unreal Engine to created, modified, updated, and resolved 3D environment project.
* Performed UV tiled texturing, set dress, and high poly modeling to low poly modeling.
* Provided support to team members on Unreal Engine 3.
* Resolving issues for project manager, and updating database.
* Performed troubleshooting on latest shader network system in Unreal Engine.
* Refined, modified, and QA outsource content.

**Epic Games China (Contractor) Environment Artist Apr 2010 – June 2010**

Seattle, WA

* Using Unreal Engine and 3ds Max to create playable visual platform.
* Performed UV tiled texturing, set dress, and high poly modeling to low poly modeling.
* Provided outsourced support with unannounced project.
* Performed troubleshooting on visual effects in Unreal Engine.
* Refine shader network for visual and performance issue.
* Proactive involvement in improving pipeline workflow.
* QA outsource material and refinement.

**NCsoft / ArenaNet (Contractor) Environment / Weapons Artist May 2009 – Oct 2009**

Bellevue, WA

* Used in house launch tools and Autodesk Maya .
* Performed UV tiled texturing, on buildings and set dress foliage.
* Created weapons and foliage set based on concept design, while high poly modeling to low poly modeling.
* Inform manager of style and adjust content accordingly to feedback.
* Refined and optimize models to game specs and keeping ordering on task list of items for optimization.

|  |  |
| --- | --- |
| **EDUCATION:**  **The Art Institute of Seattle,** Seattle, Washington (2006 – 2009) BFA in Game Art Design / GPA Major 3.6   **Towson University,**  Baltimore, Maryland (2003 – 2006) BS in Graphic Design / GPA Major 3.5 | **SKILLS:** Autodesk Maya, Autodesk 3ds Max, Zbrush, Mudbox, Ndo, Adobe Photoshop, Windows OS MS Office , Adobe Dreamweaver, Adobe Illustrator, Adobe Fireworks, MYSQL, SQL, Linux, html, java, Ubuntu, Ubuntu Server, Windows OS MS Office, Outlook, Operating Systems-Windows, Apple Mac OS, Google Analytics, Google GIS Atlas,  **Language:** Chinese ( Mandarin ) |