

Kar Mun Chang (She/her) C: 778-697-2851

Senior 3D Artist/ Unreal Generalist (Vancouver, BC, Canada)

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EMPLOYMENT HISTORY

MAINFRAME STUDIOS

Nov 2024 - June 2026

SENIOR UNREAL GENERALIST

- Environment set surfacing, level design, ingesting and Optimization, Ultra Dynamic Sky application in Unreal Engine
- Maya, Adobe Suite, Substance Suite, Katana, UE5, Blender

Project: Unicorn Academy: Secrets Revealed, Super Kitties (season 4), NDA projects

INFOCUS FILM SCHOOL

Mar 2024 - Oct 2024

UNREAL ENGINE INSTRUCTOR for 3D Animation program

- Focused on teaching students from foundations to cinematics in Unreal Engine 5
- Develop curriculum, prepare teaching materials and course outlines

TEACHER ASSISTANT (T.A) for 3D Modeling/Texturing

- Provide assistance support with individual students who may need extra help or attention in 3D modeling
- Maya, Substance Suite, UE5

May 2023 - Oct 2023

FREELANCE 3D MODELER/SCULPTOR

- Sculpting/Modeling/Rig commission for client (3D creature and 3D print figurine based on illustrations)
- Maya, Zbrush, Substance Suite, UE5

WILDBRAIN STUDIOS

Feb 2022 - Feb 2023

SENIOR MODELER/SURFACER

- Model and surfacing environment, props and characters
- Maya, Substance Suite, UE4

Project: Strawberry Shortcake Specials

STELLAR CREATIVE LAB

June 2021 – Jan 2022

SURFACING/LOOK DEV ARTIST

- Stylized textures creation primarily characters, environment, vehicle and props
- Maya, Substance Suite, R3DS wrap, Mari

Project: Marvel animated series 'What If?' (Season 2)

BRON STUDIOS

Mar 2021 – June 2021

CHARACTER LOOK DEV ARTIST (TEXTURES & SURFACING)

- Surfacing and hand painted textures for characters
- Maya, Substance Suite, UE4

Project: Fables (Animated)

ICON CREATIVE STUDIO

Mar 2019- June 2020

INTERMEDIATE MODELER/TEXTURE ARTIST

- Model and texture characters, props and set environments
- Maya, Substance Suite, UE4

Project: Elena of Avalor (Season 3), Super Monsters (Season 4)

RAINMAKER STUDIOS

Jan 2018- Mar 2019

MODELER

- Environment set creation and Optimization
- Maya, Zbrush, Adobe Suite

Project: Octonauts (Season 5) and Made by Maddie

RACEROCKS 3D

Nov 2016 – June 2017

3D ARTIST/ANIMATOR

- 3D Modeling and Texturing assets and asset optimization based on ship blueprints for E-learning project
- Maya, Zbrush, Substance Suite, Unity

Project: Asterix ship (Project Resolve)

HOTHEAD GAMES

2016

ARTIST

- Environment and props asset creation
- Pitched ideas for new environment map
- Maya, Zbrush, Substance Suite

Project: Gun Kings (PvP Sniper mobile game on Android)

EDUCATION

Sept 2015 – April 2016

Game Art and Animation (post grad)

Seneca College of Applied Art and Technology

Sept 2010 – April 2014

BA, Animation

Sheridan College

SKILLS

Adobe Photoshop/After Effects, Maya, Zbrush, Blender, Substance Painter, Substance Designer, Renderman, Arnold, Redshift, Marmoset Toolbag, R3DS Wrap, Unreal Engine 5, Shotgrid, Linux, Ability to work in a team, Ability to multitask