

# KHANG VAN

3D Creative

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## EXPERIENCE

### 3D Environment Artist

*Dream Matter Labs* 08/25 - 12/25

- Developed high-fidelity modular props in Blender and tile sheets in Substance Painter to architect diverse regions and environments within ONEIRA.
- Delivered optimized, game-ready assets across disciplines using GitHub version control to manage pull requests and ensure project synchronization.

### Quality Assurance Tester

*NetEase Games* 01/24 - 02/24

- Participated in an exclusive beta test for Marvel Rivals, providing detailed feedback on gameplay mechanics, bug detection, and overall user experience to help refine the game before its public release

### Independent Study: AAA Environment Art

*Mentor: Steven Hubbard* 08/23-02/24

- Modelled high-fidelity modular props in Blender and authored optimized tile sheets in Substance Painter to maintain consistent texel density across large-scale environments.
- Implement real-time atmospheric and Niagara VFX within Unreal Engine, ensuring high-end visual fidelity and performance-ready rendering

### 3D Freelance Designer

*Caretta Desk* 02/23 - 01/24

- Produced lifelike renderings in Keyshot for website splash pages to enhance product presentation and digital marketing.
- Developed reusable Keyshot templates that significantly improved workflow efficiency and standardized rendering output.

### 3D Freelance Designer

*Billboard Music Awards* 05/21 - 05/21

- Produced three exclusive 3D digital collectibles for rapper Trae Tha Truth for the 2021 Billboard Music Awards.
- Successfully delivered production-ready assets within a tight three-day deadline, demonstrating extreme efficiency under high-pressure industry constraints.

## ACCOLADES

### The Outstanding Senior of 2024

Recognized as the top student of the Game Art and Design graduating class of 2024 for creativity, technical expertise, and leadership in game art.

### Chroma Game Environment Exhibition

Featured 3D environments for three consecutive years, showcasing immersive solo projects as well as in depth group projects.

### Finalist Delaware Art Scholarship

Earned a \$6,500 scholarship for placing 2nd among regional artists with different mediums and disciplines, recognized for technical expertise and artistic vision.

### 2x Ohio State Champion

Earned back-to-back 1st place finishes in state level competition for 3D Modelling in the Business Professional of America, outperforming state-wide competitors.

### National Finalist (7th Place)

Ranked 7th out of 50 national qualifiers in a multi-stage competition for Business Professional of America from initial concept pitching to final 3D asset delivery.

## EDUCATION

### Bachelors of Fine Arts | Game Art & Design Minor | 3D Animation

*Columbus College of Art & Design*

- 2024 The Outstanding Game Art & Design Senior
- President | Game Creators Guild
- 3X Global Game Jam Entry
- 2X GDEX Volunteer
- Social Media Manager | Game Creators Guild
- CCAD AAPI Planning Committee Member

## TECHNICAL SKILLS

Hardsurface Modeling Organic Modeling

Trimsheets Tilesheets Texturing

Tech Art Nodes Lighting Sculpting

UV Unwrapping Rigging Animation

Procedural

## PROGRAMS

Autodesk Maya Houdini Zbrush

Motion Builder Gaea GitHub

Blender Unreal Engine Unity

Substance Painter Photoshop Illustrator

InDesign Keyshot Microsoft Suite Google Workspace