NATHAN CHEN

Technical / VFX Artist

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CORE SKILLS

- Game-ready Assets
- Material Creation
- Model Destruction
- Model Deformation
- Dynamic Simulation
- Procedural Generation
- Rigging
- Rendering
- Lighting

- Realtime VFX
- Niagara/Scratchpad
- Pyro Simulation

- Performance Improvement
- Resource Organization
- Asset Consolidation
- Asset Migration

- HLSL
- C#
- Python/PyQt
- VEX

- Game Development
- Version Control
- Cross-pipeline Communication
- Agile with Scrum

SOFTWARE

- Adobe PS/AI/AE/ID/PR

- 3Ds Max
- Maya
- ZBrush
- Blender
- Rizomuv
- TopoGun
- Character Creator
- Substance Painter
- Substance Designer
- Marmoset

- Houdini
- World Machine
- EmberGen
- Slate Editor

- Perforce/Helix
- Github
- JIRA

- Visual Studio
- PyCharm

- Unreal Engine 4
- Unity

PERSONAL PROJECT

Destruction Effect With Building Generation
08/2021 - Present
- Modeled 3 specific types assets for simulation
- Applied destructing and deformating effects on PBR material
- Tested and recorded the file size data to analyize the pros and cons of different exporting methods (alembic, VAT and RBD to FBX)
- Established a methodology to decide what destruction effects (Baked or Unbaked) should be applied
- Created and simulated the explosion, fire, smoke, fluid effects in Houdini and integrated into Unreal Niagara system
- Made procedural generated buildings in Houdini and export as HDA assets to Unreal
- Improved performance and optimized resources by reducing 2GB redundant data

GAME CREATION EXPERIENCE

Infiltration - Artist
01/2022 - 5/2022
3D to 2D Top-down perspective - Unity 5
Team of 6
- Modeled and textured 20 game assets and converted into 2D
- Responsible for all of the shaders in Blender and VFX inside of Unity Engine
- Made and rendered the 3D character animations using Blender and projected to 2D flipbook texture

AGRYOS: Recovering Eden - Technical Artist/Artist
06/2021 - 12/2021
Third-person shooter game - Unreal 4
Team of 16
- Responsible for procedural generation by using Houdini and export as HDA assets to Unreal
- Created Niagara Emitters library to simplify VFX workflow
- Created 40 VFX using Niagara system
- Designed visual models meeting both aesthetic and technical criteria

Candy Slam - Game Designer/Artist (Remote Project)
01/2011 - 04/2021
3D perspective, bumper car game - Unreal 4
Team of 14
- Owned the vision of game design, gameplay, and user experience of the entire game
- Assisted idea generation and prototyped the gameplay
- Planned and proposed milestone requirements with team leads
- Modeled 1 character and 1 vehicle using ZBrush, SP and integrated them into UE4
- Created 8 VFX using Niagara system

EDUCATION

Southern Methodist University - Guildhall
2020/08 - 2022/05
Master of Interactive Technology, Art Creation

Shanghai University
2016/09 - 2020/05
Engraving