

VICKY X LEUNG

3D generalist looking for opportunities in the cg or videogame field.

CONTACT

E-mail

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Phone

917-702-8313

SKILLS

Programs

Maya

Unity

Photoshop

Illustrator

Premiere

After Effects

Substance Painter

Substance Designer

Experience with

C# for Unity

Python for Maya

Github

EDUCATION

School of Visual Arts

New York, New York

*BFA Computer Art, Computer Animation
and Visual Effects*

2017-2021

- Graduated with honors - 3.8 GPA
- Courses include: Computer Animation, Python Scripting for Maya, Videogame Design, Procedural Art with Unity
- Group projects helped improve on my ability to communicate within a group of peers
- Experience in working with the cg pipeline

EXPERIENCE

Frameyard

New York

Freelance 3D Generalist

2021

- Modeling, texturing and lookdev of stylized assets

Jabimation

New York

Animator

2021

- Helped animate background characters for Cupcake, a Youtube Originals short

Hotdog Havoc

2020-2021

Thesis Film

- Worked in every step of the 3D process
- Learned to stay organized to make sure everyone had the right files
- Learned to troubleshoot and find a solution to get 2D face textures to work with Arnold's toon shader