

Cindy Gao Liang

3D Artist

CONTACT



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EDUCATION

- Bachelor of Art,
Interactive Media and
Game Design
University of Southern California
August 2021 - May 2025
 - Minor in Technical Game Art
 - Minor in 3D Animation

SKILL

- 3D modeling
- 3D animation
- Rigging
- Shading
- Texturing
- Procedural animation
- Python Scripting
- Compositing



LANGUAGES

- Spanish
- English
- Mandarin
- Cantonese

PROFILE

A passerby with a simple passion for Game Design, aspiring Technical Artist with a curiosity to break the boundaries of art and technology, with an emphasis on procedural animation, AI, VR/AR explorations. Experienced in Maya, Blender, and Houdini for world-building.

PROJECT

- **3D Artist, Rigging, Texturing** July 2023 - May 2024
Egregore, USC Games
 - Developed 3D models, costume rigging, and texturing of character concepts for the project using Maya
 - Developed an efficient pipeline for 3D technical art, such as rigging and animation cycles, to be integrated into Unreal Engine.
- **2D Environment Artist** April 2023 - September 2024
Cards of Heart, GoodMind Games
 - Contributed as a 2D artist and created around 130 individual assets as well as environmental background illustrations.
 - Illustrated the complete map of the game of around 20,000 x 20,000 pixels.
 - Developed art pipeline to ensure cohesiveness of size correlation, style, and color.
- **UI/UX Designer** April 2023 - May 2024
Oopz-Oof, Zoomies Game
 - created character and animal concepts and turnaround sheets for 3D modelers within the team.
 - created UI/UX prototyping using Adobe InDesign and Vector icons using Adobe Illustrator.
- **3D Environmental Artist** August 2024 - Present
Prism of You, USC Games
 - Developing 3D environmental map, individual assets, and props to maintain cohesiveness for the project.
 - Compiling research for accuracy of concept illustrations and ideation for authenticity.
- **2D Environment Artist** May 2024 - Present
Alibi, USC Games
 - Communicating between Engineers and Artists for efficiency and feasibility
 - Developed an art bible as a style guide for artists.
 - Illustrating backgrounds for various scenes.

WORK EXPERIENCE

- **Front Desk Worker** May 2022 - May 2023
USC Housing
 - Gained knowledge of front desk operations, including check-in/check-out procedures, switchboard operations, daily audits, and customer service protocols.
 - Resolved customer complaints and escalated issues as needed.