Kristina Giang

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Software

Autodesk Maya | Substance Painter | Unreal Engine 5 | Adobe Creative CC Photoshop

Skills

3D Modeling (Environments, Props and Vehicles), UV Mapping, PBR Materials and Texturing, Retopology/Optimizing heavy geometry, Set Dressing, Previsualization and VAD asset setup.

Work Experience

JULY 2023 - FEBRUARY 2024

Glossi, Los Angeles - *3D Unreal Engine 5 Artist*

- Prepare 3D product assets in Unreal Engine 5 to be published and delivered to clients.
- Tasks: Using PBR Materials within UE5 to create realistic looking materials for products. Create materials from scratch where need be. Create product blueprints to be published to an app/website. Create beauty reels and render product photos per request of clients.

SEPTEMBER 2021 - NOVEMBER 2022

Technicolor Creative Studios (MPC) , Los Angeles - *Asset Artist / Previs Artist*

- Previs Asset Artist/3D Environment Artist for feature films, tv and advertisements.
- Back in Action (Netflix, 2025)
- Dune: Part Two (2024)
- Orion in the Dark (Netflix, 2024)
- Transformers: Rise of the Beasts (2023)
- Accenture “teX” (Advertisement, 2021)
- Everyday responsibilities include creating efficient environments, props, vehicles and character models, optimizing polycount, scene size, retopologize and working on models from clients and lidar for scenes as per request by VFX Supervisor and team.
- VAD (Virtual Art Department) Artist - Optimize, Rig and prepare environments, assets and characters for Unreal.

AUGUST 2020 - AUGUST 2021

Legendary Entertainment, Los Angeles - *Asset Artist / Previs Artist*

- Previs Asset Artist for Netflix Series: *Lost in Space Season 3* (Episodes 1-8)
- Create efficient 3D models for environments, props, vehicles and creatures for Previs. Work on models from clients: models, lidar, photographic reference and concept arts. Retopologize, optimize geo and scene file size, and set dress for Previs needs.

JULY 2021 (CONTRACT)

Venus et Fleur, Los Angeles - *3D Modeler*

- Project “Continent Collection”
- Responsible for creating 3D models of the rose container, UV unwrap and apply textures with 7 variations provided by client onto the model, then export turntables for each asset to be utilized for online advertising.

SEPTEMBER 2018 (CONTRACT)

JustFab, Los Angeles - *3D Modeler*

- Project “Makemba”
- Create 3D model of women’s shoe, texture, light and render image for online advertising.

Education

SEPTEMBER 2016 - MAY 2020

Art Center College of Design, Pasadena, CA – *Bachelors of Science in Entertainment Design - Animation*

- Graduation with Honors (2020)
- ArtCenter UG Scholarship (2016-2020)
- Entrance Portfolio Scholarship (2016)

*References available upon request