



Hong Liang (Oswaldo)
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OBJECTIVE

To obtain a position in the video game industry where I can apply and further develop my skills as a Environmental Artist.

TECHNICAL QUALIFICATIONS

Software: Maya, Photoshop, Unreal Tournament 3 Editor, Illustrator, After Effects, Final Cut Pro, Flash, Adobe CS3, Crazy Bump, ZBrush, MudBox, Headus UVLayout, Motion Builder, Eclipse

SKILLS

- Proficient in modeling, UV mapping, and creating custom hand painted and tileable textures.
- Experienced coder with knowledge in Java, C++, JavaScript, Python, HTML, and PHP
- Fluent in Spanish and Cantonese

EXPERIENCE

Pixel Junk Monsters Chronicles, Design and Programming (School Project) **2008**
Created content for a Flash game based on concept from an existing PSN game. Created sprites and modified ActionScript code to combine multiple games into one game with a common theme.

Snake Shrine, Level Designer (School Project) **2008**
Gathered and organized assets for the project to build a level according to concept art. Modeled, textured assets, and created terrain for underground area. Set up lighting and Kismet for the level.

Asturion, Game Production (School Project) **2009**
Produced concept art, models, textures, and particles for a three level game from original concepts.

EMPLOYMENT

Orange Door Inc, San Bruno, CA **Jun 2006 – Apr 2007**
Software Engineer – eFile Department Manager.
Develop tools, map client data from front-end application to fit IRS specifications and schedule test transmissions. Coordinate work from different teams working on each individual state and synchronize updates in the database.

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA **Apr 2007 - Present**
Bachelor of Applied Science, Game Art and Design
(Expected graduation date: October 2009)

San Francisco State University, San Francisco, CA **Jan 2000 – Dec 2005**
Bachelor of Science, Computer Science

References available upon request