

Yu Gu
1011 Pizarro Ln / Foster City, CA 94404
Cel: 6502009547 /Home: 6505719307 / guffy13@yahoo.com

RESUME

Experienced 3D artist with film and video production background

OBJECTIVE:

A position in digital modeling and texturing, lighting, EFX or other position in digital animation productions

EXPERIENCE:

Jan/2003 – Jun/2009 Crystal Dynamics (SCI\Eidos), Redwood City/ CA

Sr. Environment Artist -- Modeling, Texturing, lighting for Computer Games.

Titles shipped: Tomb Raider-Lara's Shadow (Xbox live Download Expansion)
Tomb Raider-Underworld (PS3, Xbox360, Wii and PC game)
Tomb Raider-Aniversery (PS2, Wii, Xbox360 and PC game)
Tomb Raider-Legend (PS2 and Xbox360 game)
Snowblind (PS2 and Xbox game)
whiplash! (PS2 and Xbox game)

Mar/2001 - Nov/2002 Konami of America, Inc., Redwood City / CA

Sr. 3D Artist -- Modeling, Texturing, lighting and outsourcing Art assets management for Computer Games

Titles shipped: Frogger The Great Quest (PS2 and PC game).
Whiteout and SSR, etc. (PS2 and Xbox game)

Nov/1999 - Jan/2001 Press Start, Inc. Sunnyvale / CA

3D Artist--PS2 Racing game Prototyping, Character Animation for PS2 Adventure game

Aug/1998 - Oct/1999 Game Refuge, Inc., Hazel Crest / IL

3D Artist -- Modeling, Texturing, Animating for Computer Games

Shipped product: Star Trek Voyager (coin up).
Wild Pitch baseball game (Midway coin up).

Jan/1995 - Jan/1998 Asian American Satellite TV Co., Chicago / IL

Graphic Designer & A/V Engineer--TV broadcasting and video productions

Sep/1991 - Nov/1994 Beijing film studio, Beijing / China

Sound Engineer--postproductions for Motion picture films

Credits include: Blue kite, Once upon a time in China III, Postman, Dark fire, etc

EDUCATION:

Aug/1991 Beijing Film Academy, Beijing/China-----BFA in Film Making

Aug/1998 Columbia College Chicago, Chicago/IL

Some College Coursework Completed (2nd BA in Animation)

SKILLS:

Maya, 3dsmax, photoshop, zbrush, after effects, lightwave, production stage and field lighting