

Kevin Shi

Environment Artist

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WORK EXPERIENCE

Capcom Game Studio Vancouver	Burnaby, BC	Sept 2010 to Feb 2018	Environment Artist (F/T)
Vancouver Institute of Media Arts	Vancouver, BC	Aug 2010 to Present	World Modeling Instructor for the Game Art program (P/T)
Vancouver Institute of Media Arts	Vancouver, BC	2008 to 2009	Teaching Assistant (P/T)
Blue Castle Games Inc.	Burnaby, BC	May 2008 to Sept 2010	Junior Environment Artist (F/T)
Gala-Net Inc.	Work From Home	Summer 2006 Oct	Closed Beta Tester for "Rappelz" game

EDUCATION

Vancouver Institute of Media Arts	Vancouver, BC	2007 to 2008	Completed the Game Art and Design Diploma Program (Honours)
University of British Columbia	Vancouver, BC	2005 to 2006	Enrolled in the Bachelor of Applied Sciences Program
Burnaby South Secondary School	Burnaby, BC	2000 to 2005	Graduated in 2005, GPA 3.7

SKILLS

- **Proficient with the following art packages: Maya, 3dsMax, Wings 3D, Photoshop, Substance Painter, Substance Designer, After Effects.**
- **Skilled in polygonal and NURBS modeling**
- **Can easily adapt to various styles of surfacing depending on the art direction**
- **Able to light using different rendering engines like Vray, or Mental Ray, as well as real time game lighting, eg: Unreal Engine 4.18 and older versions.**
- **Work well in a team environment**
- **Able to keep working scenes clean and organized**

REFERENCES

- **Robin Kort** – Art Director, EA Canada robin@vanarts.com
- **Li Lao** – Senior Environment Artist – EA Canada. llao402@hotmail.com
- **Jonathan Chan** - Capcom Game Studio Vancouver. jonathanc@capcom.com

Other references available upon request.