



NIXON POON

ENVIRONMENT AND TECHNICAL ARTIST

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Education

Softwares

Autodesk Maya

Z-Brush

3D Coat

Substance Designer

Substance Painter

Photoshop

After Effects

Unreal Engine

Houdini

Gnomon School of Visual Effect
Digital Production Certificate

Savannah College of Art and Design
BFA in Interactive and Game development

On going

May 2018

Award

The Rookies - Winner of Circus Challenge

I created a painterly environment using Unreal Engine using techniques such as Trim-Sheets and Zbrush matcap. The project was finished within 2 weeks and pronounced winner in May 2019.

May 2019

Team Experiences

Funkyball VR

I am responsible for creating levels and environments for the VR title. I created a building generator and tilable roads to allow other artists to easily manipulate the maps. I also created blueprint for character animations, and effects such as destructables.

June 2019

Programming

Unreal 4 Blueprints

Python

Global Game Jam - Dear,

Jan 2019

Languages

English

Mandarine

Cantonese

I am responsible for painting and creating the environment for the 2D mobile title. This project is a chance to explore the capability of mobile game. The game was awarded "Best innovation" by SCAD.

Global Game Jam - A Vending Mission

Jan 2018

I am responsible for the game mechanics using Unreal 4 Blueprint. I have created a basic layout and structure for level designers to build levels on. I have also aided artist on creating assets and texturing.

The game was awarded "Best use of game diversity" by SCAD.