Sheng-Lun Ho

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Summary of Qualification

Solid knowledge and experience in character, hard-surface, and procedural modeling.
Skilled at sculpting models in Zbrush.
Experience in procedural texturing.
Enlightened in Rigging, Skinning and Deformations.
Superior animating skills including keyframe and mocap animation with solid knowledge in timing, weight, balance, etc.
Experience in production tool development in C++, Python, and/or MEL
Software skills include:
   Maya, Houdini, C4D, ZBrush, Mudbox, MotionBuilder.
   Mari, Substance Designer, Substance Painter, Nuke.
   Unreal Engine, Unity
   Adobe Photoshop, Illustrator, After Effects, Premiere, Audition, Encore
Programming Language
   Python, C++, C#, MEL

Experience

Lead Technical Artist

Pipeline development
Production tool development for improving the pipeline efficiency.
Problem solving and new tool/workflow implementation.

Pipeline Development Specialist

To demonstrate the quality of a game engine could achieve, and to share the knowledge of game development pipeline

Lead Artist

Create 3D assets from modeling, texture, rigging, to animation.
Responsible for managing and coordinating assets and resources.
Work with Manager and Lead programmer to achieve the high visual quality of the product.
Provide technical supports to 3D Artists.

Maya Instructor

Responsible for providing a thorough instruction to Autodesk Maya's modeling, texturing, rigging, animation, lighting, and rendering capabilities.

3D Animation Pipeline Consultant

Responsible for providing advice in Maya and Arnold
Body and facial expression setup
Lip syncing and animation

3D Character Artist

Responsible for modeling and texturing characters, and buildings, such as NE Robot and stadiums.
Responsible for rigging the robot in order to integrate with mocap rig and puppet rig.
Responsible for creating GUI to control the rig.

Titles

Resident Evil 8

Lean Technical Artist

Responsible for the monster facial rig

Monster Hunter World

Lead Artist/ Technical Artist
Responsible for making procedural materials in Substance Designer
Setup Substance Designer workflow for the team
Train the team to use Substance Designer

Resident Evil 7

Technical Artist
Responsible for 3d environment creation.
Prepare procedural materials in Substance Designer for the team to speedup the texturing process in Substance Painter.

Awards

Greenville, SC Local Gold ADDYs Award, a local Gold ADDYs Award went to Glois Digital Media for Freightliner Sprinter Cargo Van Tour Project. 2008

First Place Winner, 36th Anniversary Celebrations Poster Competition Chung Kuo Institute of Technology. 2001

Education

Master of Arts in Animation   Sep. 2008

Savannah College of Art and Design, Savannah, GA.

Bachelor of Mathematics   Jun. 2001

Tamkang University, Taipei, Taiwan R.O.C.