

Danni Liang

Game Artist

Dallas, Texas
972-585-1667
ldanni@smu.edu
linkedin.com/in/danniliang
www.danniart.com

3D artist with 2+ years of experience delivering high-quality character and prop assets. Accelerated project timelines by completing 30+ weapon models in 8 months for "Asurya's Embers". Mentored team to improve asset creation efficiency by 20% in 9 months.

Work Experience

SMU Guildhall

Dallas, Texas, United States · On-site · 06/2023 - 03/2024

Character and prop artist

- Worked on the game "Asurya's Embers"
- Modeled prop assets in 8 months in order to build the game in Unreal Engine 5
- Collaborated on creating character and weapon concept designs, while also excelling in props modeling, leading to a more diverse and visually compelling game world that resonated with players.
- Consistently met tight deadlines, completing 30+ high-res/low-res weapon models, ensuring on-time project delivery.

Perfect World Co., Ltd.

Chengdu, Sichuan, China · On-site · 07/2021 - 04/2022

3D Modeler

- Worked on the game "New Swordsman Mobile"
- Collaborated with the team to implement the art director's feedback, resulting in enhanced model quality and overall art director's satisfaction.
- Mentored team members, providing collaborative feedback and setting the example through high-quality work, resulting in a 20% improvement in asset creation efficiency.
- Expertly communicated and problem-solved to ensure on-time delivery of work, elevating team productivity and project success.

Skills

- 2D Concept
- 3d artist
- 3D Modeling
- 3D Rendering
- Adobe Photoshop
- Animation
- Autodesk 3ds Max
- Digital Sculpting
- Game Art
- Game Development
- Props
- Substance Painter
- Texture Mapping
- Texture Painting
- Unreal Engine 5
- UV
- ZBrush
- Drawing
- Reading
- Video Games

Education

Master of Interactive Technology (MIT) in Digital Game Development in Game and Interactive Media Design

Southern Methodist University
08/2022 - 05/2024

Master Thesis - Heroines From Ancient World .

06/2023 - 04/2024

Heroines From the Ancient World

HISTORICAL ACCURACY

Research 3 different types of armor references to support this 3D modeling, investigate the 3D character modeling pipeline, and examine all the prop/weapon references contained with the character; this will be fully sculpted and textured, and it will look realistic, but the character skin will mix a bit with a cartoony style.

CHARACTER ANIMATION

Make one rigged character ready for the game engine and make idle, walking, weapon combo, and injury animations,

DYNAMIC EX

Learning Special Effects Pipeline in UE5. Special effects will be created on the character's weapon, generating effects and combo attack animation.

Asurya's Embers . 06/2023 - 03/2024

Asurya's Embers is a 1st-person, single-player, bow-and-arrow shooter set in an ancient Himalayan village plagued by an environmental disaster. Find safety in the shadows from the blazing heat waves as Dawa, a bow-wielding hero who protects her village from the vengeful sun god, Asurya