

# Sonny Li Sun

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Online Portfolio: [cgsun.weebly.com](http://cgsun.weebly.com)

## ABILITIES & TECHNICAL SKILLS

3D Modeling UV Re-topology & Optimization  
High-Resolution Digital Sculpting  
PBR-Texturing & Shading for Currently-Gen Games  
Hand-Painted Stylized Texture  
High-Resolution Terrain Modeling & Texturing  
Foliage Objects Modeling & Texturing on SpeedTree® for Games  
Level Design & Executive  
Fast Learner, Hard Worker  
Small Team Leadership & Management

## EXPERIENCE

### **Concept Art House, Fulltime summer intern, June 2015 – August 2015**

- Shipped Mobile Project 'Clash Of Gods', Environment & Props Artist, Level Design & Editing, Intern Team Leader
- Shipped Mobile Project 'Brides of Brim', Technique Support
- In development Console Project 'LIMBIC', PBR Shading Trainer & Shading Test for Environment and Character

### **Prismatic Games, Part-time Internship, Dec 2014- May 2015**

- In development Console Project 'Hex Heroes', Texture Artist

### **Design & Animation School at Dalian Ocean University, February –June, 2012**

- Instructor, Adjunct, Introduction of Autodesk 3ds max

### **School of Art & Design, Dalian Polytechnic University, 2009-2010**

- Instructor, Adjunct, V-Ray for interior design

### **Continuing Education School in Dalian Polytechnic University, 2011**

- Instructor, Adjunct, Adobe Premiere & Program package, Basic Rendering & Modeling for Interior Design, Adobe Photoshop, Film Appreciation

## EDUCATION

### **Academy of Art University-San Francisco**

MFA, Game Design, expected Spring 2016

### **Dalian Polytechnic University-City of Dalian, Liaoning Province of China**

Master Art: Theory Researching for Art & Design, 2009-2012

### **Dalian Polytechnic University-City of Dalian, Liaoning Province of China**

Bachelor Art: Multimedia Design 2005-2009

## HONORS AND AWARDS

**2016**, Springshow16, Academy of Art University, Exhibit Piece 'Dawn of Omaha beach 2020' and 'Ayala'

**2015**, Invitation of 'Unreal Engine Educational Conference Summit 15'

**2015**, Invitation of '1024 Project' theme video game art exhibition

**2015**, Springshow15, Academy of Art University, Exhibit Piece 'Drummy Hut Under the Moon'

**2014**, Springshow14, Academy of Art University, Exhibit Pieces 'Pandaren's Cabin' & 'Warrior House'

**2011**, Indie-game work, 'Keep assault' has been selected in theme exhibition, 'Continuous state of marching'

**2009**, Full-Scholarship for Excellent Graduate Student at the Graduate School of the Dalian Polytechnic University

**2008**, Bronze Award winner in the '2nd China - S. Korean Art Festival'

## INTERESTS & HOBBIES

Videogames, Oil-painting, Sketching, History, Film Editing, Cooking, Guitar, Drums, Singing, Music Composition, Photography