

Candie Quach

Character Artist

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WORK EXPERIENCE

Character Artist and Concept Artist, **Wave XR**

Los Angeles, CA

March 2020 – Present

- Established style, sculpted facial likeness and art directed live avatars for performing artists including John Legend, The Weeknd, Doja Cat and others
- Implemented likeness feedback from the performing artists
- Maintained consistency of poly-count and materials for each character
- Customized likeness blendshapes
- Illustrated concepts for various types of performer avatars according to different themes and prompts
- Built customized character's body types, hair and clothing library assets
- Mentored and managed outsource talents

Character and Look Development Artist, **Living Popups, LLC**

Los Angeles, CA

March 2018 – March 2020

- Created game-ready textured characters and props from concept to finish for augmented-reality mobile application in education, medical and tourism fields
- Responsible for final looks on characters and game environments in Unity engine

3D Generalist, **Virtual Xperience LLC**

New York, NY

August 2015 – February 2017

- Managed VR real-estate projects by communicating with clients, arranging project schedules and assigning tasks for 3D artists
- Mentored and managed Junior 3D Artists
- Created realistic game-ready interior furniture and props
- Animated camera sequences and recorded real-time fly-through videos in Unreal Engine

Freelance Digital Illustrator

Los Angeles

Oct 2018 - Present

Created illustrations with various styles according to different aesthetics of each project. Selected projects include:

Intel Studios – SXSW and Sundance Film Festival Award-Winning VR Short Film “Runnin’”

- Created concept art, key art, storyboards, and film poster for the virtual-reality short film/music experience Runnin’ performed by Reggie Watts and John Tejada

Mean Cat Entertainment – Passages of A Creature of The Night

- Illustrate a on-going children book and book cover focusing on the aesthetics of traditional mixed media

Freelance 3D Artist

Los Angeles and San Francisco

February 2017 – Present

Worked with numerous clients, providing character models and prop assets for projects in video games, AR/VR, VFX and music industries. Efficient communication and collaboration with client art directors to deliver high quality and visually appealing characters and other 3D assets. Selected projects include:

Eyejack Pty Ltd - Tribeca Immersive Official Selection AR app “Breonna's Garden”

- Sculpted likeness, modeled and textured a 3d character of Breonna Taylor and her outfits for “Breonna's Garden” - an augmented-reality experience created to honor her life

Lucid Dreams Productions, Tribeca and Venice Film Festival Award-Winning VR Short Film “The Key”

- Optimized and created game-ready creatures from given concepts for the virtual experience fantasy short film “The Key”

High Fidelity

- Created game-ready 3D characters (avatars) and props for online users in real-time social virtual-reality events
- Responsible for concept developments and final looks upon gamers’ requests

Telexist VR – Sundance Film, SWSX Film, and Tribeca Film Festival Award-Winning VR Short Film “Dinner Party”

- Processed, optimized and restored Lidar scan data of actors, props and the film sets
- Recreated and rendered 3D scenes to match with the original live-action sets

Moth+Flame VR

- Modeled and textured characters and props for Snapchat facial filters and augmented world

Glass Air Records – Album “See Without Eyes”

- Processed, optimized and re-sculpted band members' lidar face scans for The Glitch Mob's album cover

SKILLS

Facial Likeness | Organic Modeling | Hard-Surface Modeling | Digital and Traditional Sculpting | Digital and Traditional Illustration | Character Concept | PBR Texture | Graphic Design

Software: Maya, Zbrush, Marvelous Designer, Substance Designer/Painter, Wrap3D, Topogun, Photoshop, After Effects, and Illustrator

Render Engines: Arnold, Keyshot, and Marmoset Toolbag

Game engines: Unreal Engine and Unity

RECOGNITION

- Winner of Best Game at Code Healthy with OpenShift Hackathon hosted by OpenShift
- Winner of The ConsenSys Choice Award at Capitol360 Hackathon hosted by Capitol Records
- Winner of Verizon 5G Challenge at Capitol360 Hackathon hosted by Capitol Records
- Award: Innovative artist award by Mean Cat Entertainment
- Upcoming Interview with film maker Donnie Oceans featured in Women in VR organization
- Featured in articles uploaded by Sundance, SXSW, Roger Ebert, Digital LA, Devpost, OpenShift, Cloudinary, Capitol360, Ars Technica, and J. Walter Thompson Intelligence

EDUCATION

Brainstorm School

Spring 2018

Gnomon School of Visual Effects

Fall 2017

Bachelor of Fine Arts, Visual Arts 3D Design (GPA: 3.5/4.0)

December 2016

Shawnee State University