CHIAO CHANG

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3D GENERALIST
MODELING, LOOK DEV, LIGHTING, RIGGING, REAL-TIME RENDERING

SUMMARY

3D Generalist with a broad range of skills in modeling, texturing, rigging, animation, lighting, and compositing. Proficient in creating assets for both real-time and cinematic projects using tools like Blender, Zbrush, and Substance 3D Painter. Experienced across immersive experiences, commercials, and short films. Acknowledged for being a self-sufficient and cooperative team player, as well as for blending technology with creative storytelling.

WORK EXPERIENCE

Light Field Lab - San Jose, CA, USA | CG Generalist (Feb 2024 - March 2025)
- Developed character pipelines for real-time holographic content.
- Created CG assets and supported integration between hardware and software.
- Assisted in testing and implementing holographic display systems.
- Directed and managed real-time motion capture sessions.
- Contributed to environment layout and visual composition for holographic scenes.

Nice Shoes LLC - New York, NY, USA | Unreal Artist (Sept 2023 - Oct 2023)
- Designed, modeled, and developed look for real-time character assets.
- Created character grooming and cloth simulations to enhance realism.
- Developed particle simulations for visual effects.

Knock Knock Animation - Taipei, Taiwan | 3D Artist (June 2020 - Sept 2020)
- Modeled and developed stylized 3D characters and environments.
- Animated characters for production scenes.
- Supported lighting and look development for final renders.

EDUCATION

School of Visual Arts, NYC — SEPT 2021 - MAY 2023
MFA in Computer Arts - GPA: 3.82/4.0

National Taiwan University of Science and Technology — SEPT 2016 - JUNE 2020
BA in Commercial Design - GPA: 3.76/4.0

PROJECTS HIGHLIGHTS

MaPLE — Holographic Immersive Experience, Light Field Lab (2024)
- Developed character rigs and integrated real-time motion capture.
- Contributed to environment modeling, look dev, and pipeline optimization for holographic displays.

NISSAN — Unreal Animated Project, Nice Shoes LLC (2023)
- Created character wardrobe assets for a real-time commercial production.
- Responsible for modeling, texturing, hair grooming, and VFX using Unreal Engine 5.

AWARDS

Rookie Awards (2023) — Steelheaven
ROOKIE OF THE YEAR - FINALIST, USA

Red Dot Design Award (2021) — Rebuild Taiwan's Traditional Culture
Winner, Germany

The ASIFA-East Animation Festival (2024) — Steelheaven
OFFICIAL SELECTION, USA

3D & TECHNICAL SKILLS

Skill	Level
Modeling	● ● ● ● ●
Texturing	● ● ● ● ●
Sculpturing	● ● ● ● ●
Rigging	● ● ● ● ○
Lighting	● ● ● ● ○
Compositing	● ● ● ○ ○
Motion-Capture	● ● ● ● ○
Character FX	● ● ● ● ○
Animation	● ● ● ● ○
UE Blueprint	● ● ● ○ ○
Motion Graphic	● ● ● ● ○
Python	● ● ● ○ ○

SOFTWARE

- Maya
- Blender
- Zbrush
- Marvelous Designer
- Substance 3D Painter
- Mari
- Marmoset Toolbag
- Houdini
- Cycles (Blender)
- Arnold (Maya)
- Redshift (Maya)
- Unreal Engine 4 & 5
- Nuke
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Illustrator
- Adobe Photoshop
- Xsens
- Rokoko
- ComfyUI

OPERATING SYSTEM

- Windows
- MacOS
- Linux

LANGUAGE

- Chinese (Native)
- English (Fluent / Business Proficient)