

Personal website <https://www.shunefeng.com/>

SUMMARY

5+ years AAA game CG modeling, Maya expert. Worked on Nioh & Dynasty Warriors. Specializes in character base mesh, clothing and accessory assets for games/film. Delivers polished assets with strong cross-team collaboration.

Experience

Koei Tecmo Game CO.LTD Beijing 09/2018-8/2024

CG Designer

- Responsible for game model creation
- The games involved in designing and creating mainly include NIOH, NIOH 2, Dynasty Warriors series, Yo-kai Watch, Touken Ranbu Warriors, and DFFOO (Dissidia Final Fantasy: Opera Omnia).

Egret Technology Beijing 05/2018-7/2018

Concept Artist Intern

- Engaged in the design of game UI, scene, and character
- Participated in concept design for the game Happy Kitchen, scene expression and layout design for the game Touch of Love, and UI design for the game Bubble Academy

CLIENT PROJECTS

PCI Developments Vancouver 05/2025-08/2025

3D Artist & Visual Designer

- Built optimized real-time 3D environment assets for PCI's GNW-ECU station interactive walkthrough
- Collaborated cross-functionally to implement guided navigation, day/night cycle and location UI in Unity
- Created immersive visualization for stakeholders to evaluate transit and residential development plans

Metro Vancouver Vancouver 01/2026-04/2026

3D Artist & Visual Designer

- Contributed to school's VR public planning project with Metro Vancouver, led 3D asset creation
- Collaborate closely with programmers via Unity to integrate assets, animations and VR interactions.
- Delivered 2D assets and promotional layouts for public engagement.

AMF PRODUCTIONS INC. Vancouver 03/2025-04/2025

3D Character Modeler

- Created 3D base meshes for main film characters, and independently developed high-precision 3D models for character clothing and accessories.
- Provided professional character model assets and visual production support for the cinematic project.

Education

Master of Digital Media 09/2024-Present

Centre for Digital Media | UBC,ECUAD, SFU, BCIT

- Emphasized collaborative, project-based learning through hands-on experience with real-world clients
- Digital Station Walkthrough for PCI Developments, built interactive station visualization
- Immersive VR Public Planning Experience with Metro Vancouver

Tianjin Academy of Fine Arts Major: Visual Communication Design GPA: 3.56 9/2013-7/2017

TECHNICAL SKILLS

Modeling	Maya, ZBrush, Blender, Substance Painter, Marvelous Designer	Concept Art	Photoshop, SAI, Procreat
Animation	Maya, Cartoon Animator 4.5, Blender	Editing	Afer Effects, Premiere Pro
Game Engine	Unity, Unreal Engine		