



# YULONG (TOBBY) TAO

## 3D Generalist

### CONTACT

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#### SOCIAL

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#### ADDRESS

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References available on request

### ABOUT

(Yulong)Tobby Tao growing up with games, films, comic books and animations made him very interested in the entertainment industry. He has loved to draw since he was a kid. The Dominance War Competition inspired him to take a journey on creating 3D assets. He has worked hard to improve his skills and learn new things that can help him to create something like those professional artists. And he believes it is never too late to learn.

### SKILLS

#### Modeling

Create production-ready organic and hardsurface assets for video games

#### Texturing

Create PBR texture for both realistic and stylized assets  
Can also do hand-painted texture for low poly 3D assets

#### General

Foundation in Rigging and Animation  
Knowledge in building and rendering 3D assets in Unity and Unreal Engine  
Skilled in drawing and digital painting for character design

### SOFTWARE

#### 3D Software

Maya, 3Ds Max, ZBrush, Mudbox, Marvelous Designer, Quixel, Bodypaint 3D, Mari, Substance Painter, Substance Designer, XGen, 3D Coat,

#### 2D Software

Photoshop, Painter, Sketchbook

#### Other Software

Unity, Unreal Engine, Marmoset, Nuke, Vray, Redshifl

### EDUCATION

2019 - 2022

#### Certificate in Digital Production - Modeling and Texturing

Gnomon — School of Visual Effects, Games & Animation

2012 - 2017

#### Master of Game Development - 3D Modeling

Academy of Art University

2008 - 2012

#### Bachelor of Digital Media - Animation Design

Shenzhen University