

# AENOK OH

## 3D Environment Artist

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As a 3D artist, I strive to elevate the visual fidelity of games while respecting gameplay and engine efficiency. I am constantly learning, adapting, and improving my skills and workflow to become a better and a more efficient artist.

World builder | Sculptor | Hard-surface modeler | Props | Materials | Lighting | Optimization  
Maya | 3ds Max | Substance Painter | Zbrush | Photoshop | Unreal Engine

### SHIPPED TITLES

- Halo 5: Guardians and Halo 5 DLC (343 Industries, Microsoft Studios)
- Murdered: Soul Suspect (Airtight Games, Square Enix)

### SHIPPED TITLES WORKED ON EXTERNALLY

- God of War 2018 (Santa Monica Studio, Valkyrie Entertainment)
- Killing Floor 2 (Tripwire Interactive, Valkyrie Entertainment)
- Archangel (Skydance Interactive, Valkyrie Entertainment)

### EXPERIENCE

(8/2016 - Current) **Valkyrie Entertainment** - Environment Artist

- worked as an all-encompassing 3D artist, working directly with clients to meet their needs for each project which range from different art styles, gameplay needs, different engines, and specs
- projects range from long-term full environment work (world building, props, lighting, perf optimization, bug fixing) to short-term singular collection of assets (such as 1st/3rd person guns, weapons, props)

(1/2015 - 7/2016) **343 Industries** - Environment Artist

- created assets for both campaign and multiplayer ranging from hard surface modeling props and architecture, organics sculpting, and material work/texturing in addition to world building/set-dressing
- learned how to utilize the in-house shader system and related tools in order to maximize the visual quality of the materials and assets within strict performance limitations
- generated and tested collision using Havok debugger tools, and assisted with optimization, LOD creation using Simplygon, and bug fixing/troubleshooting throughout various maps

(5/2014 - 9/2014) **Amazon** - Environment/3D Artist

- created full dynamic environments of different themes (nature, architecture, sci-fi) for the Amazon Fire Phone starting from 2D concept collaborations to modeling, sculpting, texturing, lighting, and building/troubleshooting on-device within 10-15 days per scene from concept to shippable finished work
- filled in the role of a 3D generalist helping to create 3D models for the phone (app icons, map icons)

(6/2013 - 10/2013) **Airtight Games** - Junior Environment Artist

- worked extensively in Unreal 3 and worked closely with the lead environment artists and senior artists in taking on various support tasks for the game *Murdered: Soul Suspect*
- asset creation: modeled and textured a variety of props, imported them into the engine, made the materials, and did the set-dressing for various levels in the game
- memory optimization and cleanup: poly reduction or cleanup on assets and terrain, lightmap optimization, made LOD models, and fixed/remade pre-existing models that did not meet the quality bar

### EDUCATION

DigiPen Institute of Technology Redmond, WA - BFA in Digital Art & Animation (Fall 2009 - Spring 2013)