



## Krystal Sae Eua

### Lead Character Artist/Sculptor

4705 Whitsett Ave. Apt. 106, Studio City, CA 91604

[kiyopandachan@gmail.com](mailto:kiyopandachan@gmail.com)

760-449-0311

<https://iamsadpanda.artstation.com/>

---

## Experience

### Lead Character Artist at Blur Studio

September - 2017 - Present

Character Lead. Responsible for all aspects of character/creature work, including modeling, texturing, shading, hair, fur, and lookdev. Additionally assisted in department mentorship and pipeline research and development.

*Far Cry 5*

*Destiny 2: Forsaken*

*Shadow of the Tomb Raider*

*Honor of Kings*

### Modeling & Texturing Lead at The Mill

June 2013 - August 2017 (4 years)

Modeling/Texturing Lead, specializing in characters and creatures. Assisted in cg pipeline development and bidding process. Worked as a mentor to the modeling team. Additionally, worked as a generalist with knowledge of fur grooming, lookdev and lighting.

*Energizer*

*Kia: Super Bowl 2017*

*Mobile Strike: Super Bowl 2016*

*Call of Duty: Ghosts*

*Google: ATAP*

*Nintendo: Kirby Planet Robobot*

*Game of War*

*Audi: Duel*

*XBOX: Gears of War 4*

### Modeling Supervisor at Hydraulx

August 2012 - May 2013 (9 months)

I supervised our Los Angeles and Vancouver modeling team. I also assisted in the development of the facilities' modeling pipeline to build better tools for artists. Additionally, assisted in the bidding process.

*Escape Plan*

*Fast & Furious 6*

*Machete Kills*

### Senior 3d Modeler/Texture Artist at Hydraulx

January 2009 - August 2012 (3 years 7 months)

I modeled and textured numerous environments, vehicles, digital doubles, props, and costumes.

*The Avengers*

*Captain America*

*Breaking Dawn Part 2*

*Avatar*

*2012*

*Snow White and the Huntsman*

*Skyfall*

*Looper*

*X-Men Origins: Wolverine*

### 3D Artist at Meteor Games LLC

July 2008 - January 2009 (6 months)

Modeled and textured various game res assets; hard and organic.

*TwinSkies MMO*

### **3d Modeler at Cafe FX**

February 2008 - May 2008 (3 months)

I modeled and textured various hard surface and organic assets. I also streamlined several LOD versions of each asset to aid in render times.

*Red Cliff*

*The Wizarding World of Harry Potter: Ride Graphics*

---

### **Teaching Experience**

#### **Instructor - Character Modeling and Sculpting at Gnomon - School of Visual Effects**

July 2016 - September 2016 (2 months)

*Instructor - Character Modeling and Sculpting*

#### **Workshop Instructor at Gnomon Workshop**

October 2016 - December 2016 (2 months)

*Gnomon Workshop Title: "Character Modeling For Production: Maximizing Your Workflow For Deadlines With Krystal Sae Eva"*

---

### **Education**

#### **Gnomon - School of Visual Effects**

Certificate, High-End Computer Graphics, 2005 - 2007

#### **Beth Cavener Sculpture Workshop**

Gesture and Expression Workshop at La Meridiana, Aug 2017

#### **Scott Eaton Anatomy**

Facial Anatomy and Portraiture Course, Jan 2017

#### **Anatomy Tools**

Human Anatomy: Level 2 and 3, 2015 - 2016

Mastering Human Anatomy in ZBrush, 2013 - 2013

#### **Sculpting Workshop with Simon Lee**

Traditional Sculpting & Creature Design, 2012 - 2012

#### **Brooks College**

AS, Animation, 2004 - 2006

---

### **Honors and Awards**

#### **AICP Award**

Association of Independent Commercial Producers: - June 2017

Visual Effects, Audi "Duel"

#### **VES Nomination**

Visual Effects Society - January 2016

Outstanding Visual Effects in a Commercial

3D Lead Artist, Game of War "Rooftop Alliance"

---

## Software Expertise

Maya

Photoshop

Zbrush

Mari

XNormal

3ds Max

After Effects

Topogun

Body Paint

CySlice

Crazybump

PC/MAC/Linux

Substance Painter

Mudbox

Arnold

X-Gen

Nuke

Marvelous Designer