



# MAGGIE CHANG

## LOOK DEVELOPMENT | UNREAL ARTIST | CG GENERALIST

### PROFILE

A 3D Generalist eager to work as part of both in Cinematic and Game Production team. Passionate and hardworking in creating assets, environments, and characters, also working in procedure pipeline workflow. Strong eye for detail interpretation to create realistic textures to tell a storytelling scene. Ready to help the team achieve company goals and closely follow concept art.

### CONTACT

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912.323.5880

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### WEBSITES

yenchuchang.wixsite.com/maggiechang

maggiechang.artstation.com

### SOFTWARE

- Maya
- Zbrush
- Unreal Engine
- Substance Painter
- Substance Designer
- Substance Sampler
- Marvelous Designer
- Headus UV Layout
- Adobe Phohtoshop
- Adobe Premiere Pro
- Houdini
- Mari
- Nuke

### OPERATING SYSTEM

Linux, Windows, MacOS

### RENDERS

Arnold, VRay, Redshift, Mantra,  
Unreal Ray Tracing and Path Tracing,  
Moon Ray, Yeti, Marmoset Toolbag

### EDUCATION

Gnomon School of Visual Effects,  
Games and Animation

Los Angeles, CA

- BFA | Generalist (Graduate)

Savannah College of Arts and  
Design

Savannah, GA

- BFA | Visual Effects (Graduate)
- SEP 2016 - NOV 2020

### LANGUAGE

English, Chinese, Japanese

### EXPERIENCE

#### Flow Animation Studio

OCT 2025 - Current

##### Freelance

- Responsible for aspects of set creation pipeline: modeling, uv, texturing and look development under the supervisor and clients need
- Used Unreal Engine to work on a short animation
- Working on an announced project: Taylor and the Time Machine

#### Dreamworks Look Development Intern

JAN 2025 - AUG 2025

##### Los Angeles, CA

- Establish feature quality textures of props and environment assets for feature animated films under the direction of supervisor
- Working in USD workflows within Houdini for asset arrangement in multi-department collaboration across pipelines
- Utilized Dreamworks tools to hit the aesthetic look of assets with the concept art from the art department
- Used ShotGrid to keep production team informed of progress to ensure assets were completed within the timeline
- Developed procedure library materials for shows
- Project: Shrek 5 (2027)

#### CG Generalist | Reno Studio

FEB 2021 - AUG 2021

##### Taipei, Taiwan

- Responsible for aspects of set creation pipeline: modeling, uv, texturing, look development and file management
- Create realistic Environment asset for feature film and short animation film

### AWARDS | RECOGNITION

#### 80 Level Article Publication

“How to Texture Mouth-Watering Black Forest Cake”

#### The Rookies

- Rookies Awards 2024 | Excellent Award in Rank A
- Rookies Awards 2023 | Draft Selection

#### GNOMON - Best of Term

- Best of Term | Texturing

### TECHNICAL SKILLS

#### Modeling and Sculpting

- Hard Surface Modeling, Organic Sculpting
- Procedure Modeling in Houdini
- Environment Set Layout

#### Look Development and Lighting

- Understanding PBR materials
- Create storytelling detail textures
- Create Procedure Textures

#### Unreal Realtime Engine

- Create Unreal layout setup, creation and texture work
- Familiar with Ray Tracing render and Path Tracing render in props, character and environment