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
cycmaggie@gmail.com

912.323.5880

linkedin.com/in/cycmaggie/

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

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 (2026)

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

GNOMON - Texture Club Member
- Giving feedbacks to school peers   • Demo tips and tricks for texture

SCAD Academic Achievement & Honor Scholarship

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