


EMILY CHEUNG

SENIOR 3D ENVIRONMENT ARTIST

emilycheung.artstation.com 

emilycheung3d@gmail.com 

[linkedin.com/in/echeung3d/](https://www.linkedin.com/in/echeung3d/) 

(+44) 7708331326 

[@emzikat](https://twitter.com/emzikat) 

Hello! I'm a 3D artist with over 10 years of experience working on games and immersive experiences, most recently I worked on soon-to-launch Starship Trooper: Continuum and released Under Cover VR earlier in the year. I have a love for crafting vibrant and captivating worlds and I'm highly skilled in balancing art quality and performance. I'm most knowledgeable in Unity but also have a developing knowledge of Unreal engine.

EXPERIENCE

XR GAMES LTD / Senior 3D Artist

MARCH 2023 - Present

Project - Starship Troopers: Continuum on Meta Quest 2, 3 and PSVR2 [Nov 2024]

- Worked closely with the Head of Art and wider art team to ensure a cohesive art style and visual standard, share techniques, feedback and iterate on work.
- Took levels from blockout to final polish, including collaborating with level design, sculpting terrain, set dressing, lighting, optimisation and bug fixing.
- Created stylised PBR modular and unique assets, such as buildings, vehicles and props. Also utilising trim sheets and tiling textures where possible.
- Agile workflow, time tracking and task management in Jira.

SIGTRAP LTD / Senior Environment Artist

JANUARY 2022 - January 2023

Project - Under Cover VR on Meta Quest 2, 3 and Pro [Feb 2024]

- Designed and created modular assets and unique props within the technical budgets of the Oculus Quest 2.
- Created stylised pixel trim sheets, atlases and tiling textures.
- Worked with the level design team for unified art and gameplay.
- Unity set dressing, lighting and post processing.

OXFORD VR / Senior Environment Artist

JULY 2018 - SEPTEMBER 2021

- Collaborated with the programming and clinical psychology teams to design and create immersive environments for mental health therapy.
- Created concepts and blockouts to final environments.
- Modelled, textured and optimised assets for Oculus Quest and Rift.
- Asset implementation, scene building and lighting in Unity.

DRAW & CODE / 3D Artist

JUNE 2013 - JULY 2018

- Responsible for designing and creating game ready assets for AR and VR.
- Worked in experimental technologies such as 3D scanning, 3D printing and Toys-to-life.
- Modelled high poly assets, rigging, animation, and 2D motion design for projection mapping and pre-rendered cinematics.

SOFTWARE

MAYA

BLENDER

PHOTOSHOP

ZBRUSH

SUBSTANCE DESIGNER

SUBSTANCE PAINTER

UNITY

UNREAL

SKILLS

3D Modelling & Unwrapping

PBR Texturing

Hand Painted Texturing

Procedural Materials

Sculpting

In-Engine Scene Setup & Lighting

Concept Design

Graphics & Motion Design

Version Control

Agile Workflow & Jira

EDUCATION

CG MASTERS ACADEMY

Intro to Environment Art

Autumn Term 2017

UNIVERSITY OF TEESIDE

BA Computer Animation

September 2009 - July 2012