

David Lieu

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Objective

To help influence and make the best game, visually and gameplay-wise, in the industry.

General Skills

- 5+ years in industry as a professional environment artist for games.
- 6+ years making game-related assets and environments.
- Able to verbalize potential problems and/or suggestions to managers and leads.
- Able to work efficiently under time and pressure.
- Able to learn new software and skills quickly.
- Experience working with highly recognized game developer.
- Passion for games

Production Skills

- Strong understanding of lighting with color and contrast.
- Strong understanding of creating environments balanced with gameplay.
- Complete understanding of creating and optimizing environments for next-gen consoles.
- Able to work extremely well with others in a team, assuming leadership roles if needed.
- Able to accurately model, light, and texture from concept art closely for small or large environments.

Experience

04/2007 - 01/2012

Obsidian Entertainment

Intermediate Level Environment Artist

unannounced project

Fallout: New Vegas DLCs 1-4

Fallout: New Vegas

Alpha Protocol

04/2006 - 03/2007

Naked Sky Entertainment

3D Environmental Artist

Roboblitz

04/2005 - 08/2006

GameWizards Production Team: The Art Institute of California Los Angeles

3D Environmental Model and Texture Artist

Monster Smash 01/2006 - 07/2006

Masks of Eternity 07/2005 - 12/2005

Priest 04/2005 - 06/2005

Education

04/2004 - 12/2006

The Art Institute of California - Los Angeles

Bachelor's of Science : Game Art and Design

3D Environment Modeling and Texturing Artist

Graduated with Honors: Fall 2006 (12/2006)

Software Skills

- Adobe Photoshop
- 3D Studio Max
- SoftImage XSI
- Unreal Editor 3
- ZBrush
- GECK
- CrazyBump

*References available upon request