**Xiang Li**

3D Game Artist

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XiangLigameartist@gmail.com

<http://xiangliportfolio.weebly.com/>

Specialization Skills

* 3D modeling – 3Ds Max
* Photoshop CS6
* UDK
* Mud Box
* Character Design
* Story Board

Game project

Worked as an environment artist and built modular pieces

* Hymn of the Sands - 3rd Person Action in UDK– 8 months of work
* Work as a modular environment artist
* Photoshop / 3DS Max / UDK
* Team of 14 (5 artists)
* RoboBall – FPS in UDK – 5 months of work
* Work as an environment artist
* Photoshop / 3DS Max / UDK
* Team of 9 (3 artists)
* Scarlet Moon – 2D Platformer in GuildEd – 2 months of work
* Created 2D animation
* Created 2D modular environment
* Team of 5 (2 artists)

Other Skills and Work Experience

Speak, read and write

* English
* Mandarin
* Cantonese
* Translator for Chinese investors in USA
* Cashier and waiter at restaurant

Education

* Guildhall at SMU

Graduation Certificate in Art Creation (May 2014)

* University of Texas at Dallas

Bachelor of Art and Technology (May 2012)

* Collin College

Associate of Science