

YU TENG CHANG

Experienced and innovative 3D Artist specializing in environment asset design, character asset design, texturing and concept development.

Personal Info

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Work Experience

- **3D Character Artist**

DNE Games Jan 2025 - Present

Project : New Moons (FPS, PC game on Steam)

Character Design (Concept, 3d modeling, texturing)

Game Props & Assets (Weapon, environment)

- **3D Artist**

Sky Elements Nov 2023 - Mar 2025

Drone show design

3D modeling, animation & coloring

Storyboard and drone formation design

Clients includes : Disney, Amazon, Coca-Cola, Nike, MLB, NFL.

- **3D Environment Artist**

Razor Edge Games Oct 2023 - Aug 2024

Project : Eden Falling (PC game on Steam)

Environment & Props Design (modeling, texture, layout, terrain, lighting)

- **3D Artist**

SlingshotVR Aug 2017 - Oct 2023

VR Game & Experience

Concept, Level design, 3D modeling, Texturing, Rigging, Animation, Mocap, lighting.

- Ninja Express (VR/ Mobile)

- GameTime XR (Training experience with NBPA)

- The Legends(Immersive VR game)

- Digiscape (VR/ Mobile)

Education

School of Visual Arts (SVA)

Master of Fine Arts (MFA) in Computer Art

Sep 2015 - Jun 2017 New York City

Skills

- **3D Software : Autodesk Maya / Zbrush / 3D Coat / Blender
Substance Painter / Mavelous Designer**

- **Game Engine : Unity/ Unreal Engine**

- **Other Software : Adobe Suite / C4D / Marmoset Toolbag / Quixel /
Character Creator / Metahuman / Motion Builder**