

MICHAEL HSU

3D ARTIST

www.MichaelHsu-art.com
Maigou.hsu@gmail.com

EDUCATION

Gnomon School of Visual Effects

Digital Production - B.F.A.

October 2018 - December 2021

Pratt Institute

Game Design and Interactive Media - A.A.

August 2016 - May 2018

WORK EXPERIENCE

Integration Artist

Halon Entertainment

Fortnite, Lego Fortnite, Rocket Racing, Fortnite Festival

October 2023 - May 2025

- Implemented UI assets for different Fortnite game modes including Lego, Rocket Racing, Fortnite Festival, and the player locker.
- Created, implemented, and updated graphic designs for shop tiles used within Fortnite's microtransaction store.
- Creation of, updating, and curating documentation for best implementation pipeline practices.
- Work closely with the Epic UI team to highlight and work on UI issues and deliverables.

Associate Environment Artist

Aspyr Inc.

Knights of the Old Republic: Remake, Unannounced Project

February 2022 - January 2023

- Assist Senior Environment artists in turning ABOs into final and textured Nanite assets for use within Unreal Engine 5.
- Creating Medium-Poly hard surface and organic models with Maya, ZBrush, and a proprietary Unreal Engine 5 layered material system for Nanite use.
- Worldbuilding and asset placement within Unreal Engine 5
- Help with prototyping by turning DBOs into ABOs
- Meeting with internal outsource artists to help with and discuss prop/model quality control.

REFERENCES

Colin Wagner - Senior Environment Artist: colincwagner@gmail.com

Megan Stojanova - Senior Outsource Review Artist: megankstojanova@gmail.com

Parker Daniels - Outsource Integration Artist: Parkerdaniels@gmail.com

James Evans - Senior Producer: james.evans@epicgames.com

DIGITAL SKILLS

Perforce

Maya

ZBrush

Substance Painter, Designer

Photoshop, InDesign, Illustrator, After Effects

Unreal Engine 4 and 5

Unity

Houdini

Marmoset Toolbag

Speedtree

HTML, CSS, C#

Digital, Traditional Photography

JIRA, Confluence

LANGUAGES

English

Mandarin Chinese