**Pouwei Chen**

3D Modeler

Objectives

Applying entry level position of 3d modeling job and getting better while working with a team.

Technical skills

 ● Maya ● Zbrush

 ● Render man ● Adobe Photoshop

 ● Substance Painter ● Nuke

Education

 ● LaSalle College (Diploma in 3D Modeling for Animation & Games)

Experience

 ● Student production team called Dungeon Delvers (character modeler)

 ● Modeled and textured low poly characters and props for assignments

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