



ZORA FU

Environment Artist

Focusing on game art, real-time environment, cinematic render, and virtual production in Unreal Engine.
Seeking to build my career in modeling, sculpting, texturing, lighting, set dressing, compositing and look development.

Taipei, Taiwan
linkedin.com/in/zoraskyfu
zoraskyfu@gmail.com
zoraskyfu.com
artstation.com/zoraskyfu

EDUCATION

Gnomon - School of VFX, Games & Animation

Certificate in Digital Production – Emphasis in Game Art

- Selected | Gnomon 2023 Student Reel
- Featured | Gnomon 2023 Student Gallery

Los Angeles, CA, USA
October 2021 – September 2023

Fu Jen Catholic University

Bachelor of Fine Art in Applied Arts – Emphasis in Computer Animation

- Salutatorian | Bachelor of Fine Art in Applied Arts
- Featured | Fu Jen Catholic University 2018 & 2019 Student Gallery

New Taipei, Taiwan
September 2016 – June 2020

AWARDS

Rookies Award 2023

- Award | Rookie of the Year - Rank A Certificate / Finalist / Draft Selection

Bahamut ACG Competition 2021

- Nomination | 3D Animation

Vision Get Wild Award 2020

- Award | 3D Animation - Merit Award
- Nomination | 2D Animation / Creative Planning / Cross Disciplinary / Experiment and Mixed-Media Animation

SOFTWARE

- Unreal Engine 4 & 5 / Maya / 3ds Max / Blender
- ZBrush / Marvelous Designer / SpeedTree / Gaea / Houdini
- Substance 3D Painter / Substance 3D Designer
- V-Ray / Redshift / Eevee / Marmoset Toolbag 4
- Nuke / After Effects / Premiere
- Photoshop / Illustrator / InDesig / Clip Studio Paint / Procreate

SKILLS

- Environment Creation
- PBR Assets Creation
- Modeling & Sculpting
- Texturing & Shading
- Lighting & Compositing
- Post-production
- Node Based Generator
- Illustration & Graphic Design

HONORS

VoyageLA - 2023 Conversations with Zora Fu

- Interviewed by VoyageLA - a platform for these hidden gems to tell their stories in their own words.

IN CG Media - 2020 Outstanding Graduation Project

- Interviewed by IN CG Media - a news media that focuses on the CG industry and invited as guest lecturer for Kadokawa's subsidiary.

EXPERIENCE

3D Artist | SIXVFX

Contract · Jan 2024

- Create shorts assets for Howwork x Huber, a YouTube channel with millions of subscribers. Build 3D models in AI generators, Blender and Maya. Texture, rig and animate in Blender. Track the camera in After Effects and render in Blender or Unreal.

Teacher Assistant | Fu Jen Catholic University

Part-time · Sep 2019 – Jun 2020

- Assisted the department chair of Applied Arts in keeping students informed of departmental affairs and in producing and organizing course documents for the department and the classes.

Coordinator | Vision Get Wild Award 2019

Part-time · Sep 2018 – Jun 2019

- Liaised with organizers and contributed to staff meetings on behalf of the institution. Managed exhibition planning, staff scheduling, confirming the details of cooperation implementation, and contacting manufacturers to arrange exhibition venues.