Sukrit Tan Technical & 3D Artist

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Skills

Software:
- Unreal Engine
- Houdini
- Substance Designer
- Substance Painter
- ZBrush
- Blender
- PopcornFX
- Perforce

Coding:
- Python
- C#
- HLSL
- Javascript
- Lua
- SQL
- Blueprint

Languages

English	(Native)
Thai	(Native)
Chinese	(Intermediate)
Spanish	(Intermediate)

Scan here for portfolio

sukrittan.com

Earthshine Games – (Feb 2021 – Dec 2023)
Technical Artist

- Established an artstyle from scratch, and created a large variety of assets, including VFX, shaders, procedural textures and models for an unannounced UE5-based project.
- Created reusable trim sheets, custom UE4 shaders and other environmental models for Kingdoms Reborn.
- Developed in-house plugins and tools to streamline and speed up work.
- Onboarded 3D artists from non-game development backgrounds, mentoring them on the limitations and best practices of real-time rendering.
- Served as a resource for guidance on technical issues to peers. Came up with solutions to achieve the visions and goals of other artists on the team.

Firaxis (Apr 2018 – 2021)
Environment Artist (Contractor) & Frankenstein Test Group

- Created environmental models for the New Frontier Pass. Was responsible for texturing and modeling, working from a provided concept.
- Playtested Civilization VI and provided feedback for the game in a variety of areas as a member of their Frankenstein Test Group.

Independent Modding

- Created multiple mods for the Civilization Series that have been featured in a variety of publications.
- Designed game systems and mechanics to augment existing features.
- Responsible for researching algorithms required to implement said systems, then programming them. All while keeping in mind resource and time constraints working as a solo dev.

Education

SAVANNAH COLLEGE OF ART AND DESIGN
BFA, Interactive Design & Game Development, Art History minor, June 2018, *summa cum laude* (4.0 GPA)