

# SUKRIT TAN

## 3D Artist & Programmer

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### Skills

- Unreal Engine 4
- Blender
- Substance Painter
- ZBrush
- Maya
- Photoshop
- Illustrator
- Lua
- Java
- Python
- Javascript
- HTML/CSS
- SQL

### Languages

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

### Experience

#### **Civilization VI: Gathering Storm**

(Apr 2018 - Feb 2019) Frankenstein Test Group

Worked with Firaxis to playtest the XP and to provide feedback for the game in a variety of areas.

#### **Modding (2011 - Present)**

3D Artist, Programmer, & Game Designer

Worked independently or in collaboration with other modders in various roles to create mods for the Civilization game series. My modding work has been featured on *Rock, Paper, Shotgun* and *PCGamesN*.

#### **PALM DREAMS (Mar 2017 - June 2018)**

Lead UI Artist & Lead Programmer

Worked with a team to help design and lead the implementation of the game's mechanics, using the Blueprint visual scripting system in the Unreal 4 Engine. Was responsible for developing the game's UI.

#### **MICROSOFT - Design Expo 2016 (Mar - Jun 2016)**

Programmer

Worked in a team of 17 over the course of 10 weeks to help design and create a prototype Conversational User Interface as one of two programmers. The prototype was developed using Python and Processing on a Raspberry Pi.

### Education

#### **SAVANNAH COLLEGE OF ART AND DESIGN**

BFA, Interactive Design & Game Development, Art History minor,  
June 2018, *summa cum laude* (4.0 GPA)