

# Patrick Yeung

## 3D Generalist

vdkstudio.com

Artstation.com/artist/patrickvdk

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I am a 3D artist currently based in southern California area. Although the focus of my work is often characters, I also enjoy creating environments.

### Education:

University of California, Santa Cruz (2008-2011)

BFA Bachelor of Fine Arts

Gnomon School of VFX, Hollywood (2015-2017)

Digital Production for Entertainment

### Skills:

3D Modeling/Sculpting

Realistic/PBR/Stylized Texturing

Look Dev/Lighting

Realtime production

MEL/Python Scripting

### Software Proficiency:



### Press and Release:

80.Lv Pora Palmata: Fantasy Character Interview(April 6, 2017)

Pixologic ZbrushCentral Top Row Gallery(March 31st. 2017)

Gnomon School of VFX Best of Term(2016 Fall Realtime Environment)

Gnomon School of VFX Best of Term(2015 Winter Hard Surface Vehicle)

ImagineFX 2015 August issue(Featured Artist Gallery)

### Work Summary:

Freelance PBR texturing work

Empty Clips Studio (July 2016)

Web Developer / In-House Marketing Graphic Designer

Fast Origin(February 2013 - January 2015 | City of Industry, CA)

Packaging | Marketing Graphic Designer

Sannile(san-nile.com)(August 2012 - February 2013 | Irvine, CA)

3D Modeler and Rendering Artist

Muirsis(September 2011 - September 2012 | Brea, CA)