

Menghui Fan

Character Artist / 3D Modeler

Grounded and dedicated 3D character artist and modeler. Proficient in digital sculpting, modeling, and creating texture maps base on concept arts of various styles. Passionate about video games and character art, loves to create and collaborate.

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EDUCATION

Entertainment Design(BS) - Concept Design ArtCenter Collage of Design

09/2018 - 04/2022

Design(MA) - Narrative Structure University of Lincoln

09/2016 - 09/2017

Illustration(BA) University of Lincoln

09/2013 - 06/2016

AWARDS

ArtCenter Provost's List

- The Provost's List is a recognition of students who earn a GPA of 3.80 or higher.
- Been qualified in Fall 2018, Spring 2019, Fall 2020, Spring 2021 and Fall 2021 semesters.

PROJECTS

3D Character Artist Abaddon

10/2021 - Present

Abaddon is an indie game project about a mythological take over of 1980's New York, the game is an action RPG of urban fantasy theme.

- Character sculpting and model building base on concept designs by the team.

SKILLS

Sculpting

Modeling

UVs

PBR Texturing

Zbrush

Blender

Substance Painter

Maya

Photoshop

Marmoset Toolbag

Unreal Engine

Character Design

Drawing&Painting

Anatomy

KEY EXPERTISE

Ability to create believable sculptures and game-ready models with clean retopology, UVs and texture maps.

Able to do storytelling in details to give characters or creatures lives and personality.

Efficient and creative in problem solving, good communication and collaboration skills in teamwork.

Solid foundation in both human and animal anatomy, strong drawing and painting skills, understanding of color and light, composition and perspective.

Strong knowledge of conducting research and referencing cultural, historical and natural elements.

Experienced in fitting into different styles from cartoonic to semi-realistic.