

Cary, North Carolina

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# KWAN SUKASAME

## QUALIFICATIONS

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- 7+ years of experience as a video game artist; creating game assets and interface design.
- Highly proficient using 3DS Max, low and high poly modeling, UV wrapping, rigging, and thorough knowledge of Photoshop.
- Able to maintain visionary style for the projects.
- Self motivated, excellent time management skill, and adapts quickly to new tools.
- A team player with an exceptional communication and organizational skills.

## SOFTWARE EXPERIENCE

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3D Studio Max 2.5 – 2009  
Photoshop – CS3  
Zbrush  
Perforce  
Unreal Editor  
Emotion FX

Microsoft Source Safe  
Adobe Premiere  
Torque Engine  
Empire Earth Engine  
Granny  
Crazy Bump

## WORK EXPERIENCE

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| <b>Spark Plug Games</b><br><b>Freelance Artist</b><br><i>Unannounced title (PC)</i>  | Cary, NC       | October 2009 - Present |
| <ul style="list-style-type: none"><li>▪ Create high poly 3D environment.</li></ul>   |                |                        |
| <b>Seven45 Studios</b><br><b>Freelance Artist</b><br><i>Unannounced title (Xbox 360)</i>   | Boston, MA     | Sept – December 2009   |
| <ul style="list-style-type: none"><li>▪ Create 3D environment from concept arts for next-gen title.</li></ul>  |                |                        |
| <b>Tilted Mill Entertainment</b><br><b>Senior Artist</b><br><i>Nile Online (<a href="http://www.playnileonline.com">www.playnileonline.com</a>)</i>  | Framingham, MA | 2004 – 2008            |
| <ul style="list-style-type: none"><li>▪ Created terrains and rendered game assets.</li></ul>   |                |                        |
| <i>Mosby's Confederacy (PC)</i>  |                |                        |
| <ul style="list-style-type: none"><li>▪ Responsible for game interface including in game panels and icons.</li><li>▪ Created terrains and produced 2D maps for the game scenarios.</li></ul> |                |                        |
| <i>Hinterland (PC)</i>   |                |                        |
| <ul style="list-style-type: none"><li>▪ Modeled and textured game assets; buildings, props, and trees.</li><li>▪ Produced game icons.</li></ul>  |                |                        |

*Children of the Nile: Alexandria* (PC)

- Responsible for creating 90% of game assets such as monuments and statues.

*Sim City Societies: Destinations Expansion Pack* (PC)

- Created a multitude of buildings and textures including concepting, modeling, and texturing.

**Senior Artist/Visual Lead**

*Sim City Societies* (PC)

- Created prototype for the project.
- Modeled and textured over 60 high quality buildings.
- Responsible for setting the look of the buildings and maintaining the aesthetics throughout the project.
- Critiqued buildings and communicated with Art Director regarding aesthetic issues that needed change.
- Mentoring junior artists in the team.

**3D Artist**

*Caesar IV* (PC)

- Responsibilities included setting the art direction for the buildings in Caesar IV, as well as modeling and texturing.
- Created high polygon models and scenes for the game cinematic.

*Children of the Nile* (PC)

- Responsible for polishing art assets such as buildings, art sprites, and character textures.
- Worked with senior artists to produce high polygon modeling for the game cinematic.

**Cyber Warrior, Inc**

Fair Lawn, NJ

2001 - 2003

**3D Artist/Lead UI artist**

*Rubies of Eventide, MMORPG* (PC)

- Primary responsibilities were concepting, modeling, and texturing of world levels and implementation into the *Jupiter* Game engine.
- Animated and textured in-game characters.
- Designed and created all game interface and icons.
- Worked closely with programmers for the implementation of game interface.

**Black Box Digital**

Santa Monica, CA

2000

**3D/Graphics Artist**

*Zoog Disney* (TV)

- Created 3D animation kits for Disney TV production; *Zoog Disney*.

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**EDUCATION**

**Pratt Insitute**

Brooklyn, NY

1996 – 2000

B.F.A. Graduated with Honors in Computer Graphics and Interactive Media

Reference available upon request.