Douglas Wu

3D Character Artist
Seattle, WA

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Skills

3D

Sculpting
Hard-Surface Modeling
Texturing
Rigging
Animation
Hair
Cloth Simulation

2D

Concepting
Rigging
Texturing
Video Editing

Software

Autodesk Maya / XGen
Blender
ZBrush / ZModeler
Plasticity
Unreal Engine 4/5
Unity Engine
Marmoset Toolbag
Luxion Keyshot
Marvelous Designer
Substance Painter
Substance Designer
Photoshop
Illustrator

Employment History

Character Artist | 3D Artist

Adroit Studios   **Mar 2025 – Present**

- Optimize and assist with 3D character production and implementation.
- Model overworld environment assets, hero props, and player tools using both Maya and Plasticity.
- Develop foundational base shaders and master materials for visual production.
- Create clear and comprehensive documentation, visual guides, and pipeline conventions.

3D Artist

ParaSurgical Systems   **Jan 2022 – March 2025**

- Modeled medically-accurate 3D surgical tools for medical training using Maya and ZBrush.
- Created lighting and post-processing effects in Unreal Engine 5 to recreate a life-accurate surgical camera.
- Animated and rigged surgical tools in Maya with realistic movement and flexibility.
- Digitally recreated surgical processes and medical equipment under the supervision of Dr. Evan Geller, MD.

Technical Artist

Funko   **Dec 2023 – March 2025**

- Developed materials and 3D renders for character product imagery and promotion using Keyshot and ZBrush.
- Optimized and retopologized character sculpts for high-detail rendering.
- Processed and documented stages of asset production and coordinated with international marketing and factory teams.

Character Artist

Rayll Studios | Fears to Fathom   **Jul 2023 – Dec 2023**

- Concepted and developed iterative designs on story-critical characters.
- Modeled and optimized character models with simulated cloth physics and photoscanned textures in Maya and Adobe Substance.
- Developed and established an efficiency-focused 3D character pipeline and roadmap.
- Assisted with various aspects of level layout creation and gameplay experience.

Education

DigiPen Institute of Technology   **Sep 2019 – Apr 2023**

- Bachelor of Fine Arts in Digital Art and Animation