Pete Gong - Portfolio

604-808-0518 | petegongtechart@gmail.com | https://www.linkedin.com/in/petegong/ | www.petegong.com

Profile

Aspiring Technical Artist passionate about developing efficient tools and workflows for games and real-time environments. Skilled at solving technical challenges by bridging art and technology through procedural workflows and automation. Committed to lifelong learning, continuously exploring new techniques and applying feedback to improve. Excels in collaborative environments, working with artists and developers to create innovative solutions.

Experience

Technical Artist / Co-Founder | **View Project** May 2024 – Present

Chimeric Entertainment | *CDM Venture Project* *Vancouver, BC*

- Created high-quality real-time visual effects, including fire, smoke, and particle systems in Unreal Niagara, enhancing visual fidelity and gameplay immersion.
- Authored dynamic materials in Unreal Engine with blueprint-driven parameters, enabling real-time adjustments for flexible gameplay.
- Optimized and customized 30+ character animations in Maya, refining pacing and joint readiness to improve gameplay responsiveness.
- Developed modular characters with animated parts, blueprint-controlled effects, and runtime weapon scaling, boosting user immersion and customization.
- Streamlined the Maya-to-Unreal asset pipeline for character animation and props, automating import processes and ensuring efficient cross-platform integration.

Technical Artist | **View Project** Jan - April 2024

CDM Client Project with Chupacabra Game Studios *Vancouver, BC*

- Rigged and animated 20+ character states (e.g., idle, angry, excited) in Maya, converting 2D concept art into game-ready assets for Unity.
- Rendered and optimized previsualization assets using Maya Arnold, fine-tuning rendering settings to improve clarity and support iterative design workflows.
- Developed and optimized Unity-ready assets by creating normal maps and trim sheets in Photoshop, reducing loading times and memory usage.

Projects

Procedural Terrain Generation Tool | *Houdini HDA + Unreal Engine 5* | View Project Dec 2024

- Developed a procedural terrain generation tool using Houdini Digital Assets (HDA) in Unreal Engine, enabling seamless Houdini-to-Unreal workflow integration.
- Automated level generation, eliminating manual asset placement while ensuring efficient, scalable terrain creation for real-time environments.

Geisel Library Building | *Houdini, VEX, Mantra* | View Project Dec 2022

- Achievement: Selected by SideFX for inclusion in their gallery website
- Responsible for all aspects(Modeling, Texturing, Rendering, VEX Scripting)

Education

Simon Fraser University Vancouver, BC, Canada

Master of Digital Media — GPA : 3.96 *2023 – 2024*

Savannah College of Art and Design Savannah, GA, United States

Master of Arts in Visual Effects — GPA : 4.0 *2021 – 2023*

Simon Fraser University Burnaby, BC, Canada

Bachelor of Science in Interactive Arts and Technology *2017 – 2021*

Technical Skills

Programming Languages: Python, VEX, Blueprints, MEL, C#
3D Art: Hard Surface Modeling, Procedural Modeling, Texturing, UV Mapping, Rigging, Texturing, Lighting
Shader & Texturing: Unreal Material Editor, Maya Hypershade, Substance Painter, Substance Designer, Photoshop
Visual Effects: Houdini, Unreal Niagara, Nuke X, Premiere, After Effect
Rendering: Arnold, RenderMan, Mantra, Unreal 5
Pipeline and Management: Git, Notion, Miro
3D Mathematics: Vectors, Interpolations, Matrices
AIGC: Stable Diffusion, Mid Journey, Comfy UI