Timothy Xia

3D Artist | Character & Creature

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EXPERIENCE

Character Concept Artist
Icarus Alpha Inc. – Remote 08/2026 – Present

- Design characters for game production, developing silhouettes, costumes, props, and visual details from briefs and references while incorporating art direction and team feedback.
- Use 3D as part of the concept development process to explore character forms, proportions, and prop designs before refining them through 2D paintovers and final concept art.

3D Creature Artist
Epoch Games – Remote 10/2025 – 08/2026

- Created six production-ready creature assets for Unreal Engine 5, translating 2D concepts into optimized 3D models.
- Sculpted creatures in ZBrush, performed retopology and UV mapping in Maya, created PBR textures in Substance Painter, and developed optimized fur using XGen and hair cards.
- Configured and integrated creature assets and materials in Unreal Engine 5, collaborating with art and rigging teams to resolve topology, deformation, material, and engine-integration issues.

Freelance 3D Character Artist
Remote 07/2025 – 10/2025, 03/2026 – 05/2026

- Created two production-ready 3D characters for the animated short film *Project Winters*, showcased at Industry Giants.
- Collaborated with the director to refine character designs and deliver animation-ready assets.

PROJECTS

3D Artist & Concept Development Artist – Tang Dynasty Cavalry
Savannah College of Art and Design M.A. Final Project 01/2025 – 04/2025

- Created a historically researched, game-ready Tang Dynasty cavalry soldier and horse.
- Designed armor, clothing, and equipment from historical references and executed the full 3D pipeline through sculpting, retopology, PBR texturing, hair, and Unreal Engine 5 presentation.

Concept Artist – Animated Short Film *Footprint*
SCAD Collaborative Project 08/2023 – 06/2024

- Produced previsualization keyframes and environment designs in collaboration with the director to support storytelling and visual development.

AWARDS & RECOGNITION

The Rookies Awards 2026 — Rookie of the Year | 3D Animation
Rank A · Draft Selected

EDUCATION

Savannah College of Art and Design – *Savannah, GA*

- Master of Arts, Visual Effects 01/2023 – 03/2025
- Bachelor of Fine Arts, Illustration, Minor in Storyboarding 09/2017 – 11/2021

SKILLS

Technical Skills: 3D Modeling, Digital Sculpting, Retopology, UV Mapping, PBR Texturing, Hair Cards, Look Development, Real-Time Asset Creation, Lighting, Rendering
Software: ZBrush, Maya, Substance 3D Painter, Unreal Engine 5, Marmoset Toolbag, XGen, Photoshop, Arnold
Languages: English (Fluent), Mandarin Chinese (Native)