

Henry Cheng

Los Angeles, CA 91780

<https://www.henrycdesign.com> • gwegwe0@icoud.com

Objective

Over 20+ years of experience in AAA title games development and environment art design for high profile games such as Jak3, Uncharted, Last of Us series and Asgard wrath 2. Demonstrated strength in both world building and environment modeling as well as a strong traditional art background.

Shipped Titles

- Asgard Wrath 2(Meta Quest)- Sanzaru games
- Last of Us: Part 1 Remake(PS5) - Naughtydog
- Last of Us: Part 2(PS4) - Naughtydog
- UNCHARTED: Lost Legacy (PS4) - Naughtydog
- UNCHARTED 4: A Thief's End (PS4) - Naughtydog
- Last of Us (PS3) - Naughtydog
- UNCHARTED 3: Drake's Deception (PS3) - Naughtydog
- UNCHARTED 2: Among Thieves (PS3) - Naughtydog
- UNCHARTED: Drake's Fortune (PS3) - Naughtydog
- JAK X (PS2) - Naughtydog
- JAK 3(PS2) - Naughtydog
- God of War(PS2) - Sony Santa Monica Studio
- Kinetica (PS2) - Sony Santa Monica Studio

Skills

- Maya
- ZBrush
- Photoshop
- Substance painter
- UnrealEngine
- 3D modeling/sculpting
- Look development
- Layout
- Lighting
- Modular asset creation

- Set dressing

Work Experience

Senior/Principle Environment Artist

October 2023 - Current

Sanzaru Games @ Meta

- Responsible for creating endless mini levels with designers on Duat realm uncharted rifts for Asgard Wrath 2.
- Problem solving on various level bugs and performance issues to deliver target production quality.
- Calibrated with leads, artists and designers to develop looks of exterior/interior buildings for unannounced projects.
- Created environments art from blockout, modeling, texturing, lighting and set dressing stage.

Senior/Principle Environment Layout Artist

April 2022 - October 2023

Hoyoverse

- Worked on unannounced Hoyoverse open world project.
- Responsible for look developing on architecture, layout blockout, modular asset creation for buildings.
- Work with leads and designers to define gameplay spaces.
- Research and planning on street layout to create urban authentic city.

Senior Environment Artist

Nov 2003- April 2022

Naughtydog

- Working together with texture and lighting artists to create cohesive hyper-realistic environments.
- Responsible for creating art blocks, composition, asset proxies, set dressing and problem-solving various issues for levels with designers.
- Developing and define looks on modular prototypes base on art concept and design.
- Worked on various playable demos, vertical slices sections and multiplayer online maps.

Environment/ 3d Artist

Oct 2000 - March 2003

Sony Santa Monica Studio

- Created race track layout and environments for Kinetica (PS2)
- Worked on early development of God of War (PS2)
- Provided 3d props modeling for pre-production and early milestones.

Cinematic Artist

1997-1999

Equinox Digital Entertainment

- Create pre-render game cinematic for variety of Activision games including: Vigilante 8 (1999) , Heavy Gear (1997) , Dark Reign: The future of War(1997)

Artist

1996-1997

Square USA

- Worked on PS1 game “Parasite Eve”

Education

Illustration B. A. Degree

1992 - 1995

Art Center Collage of Design