



Henry Cheng

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Objective

Senior environment artist with 25 years of AAA development experience on 12+ shipped titles, including The Last of Us series, the Uncharted series, Jak 3, God of War, and Asgard's Wrath 2. Strengths in world building, environment modeling, layout, set dressing, and modular asset creation, with a strong traditional art foundation.

Shipped Titles

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

Software Skills

- Maya
- Blender
- ZBrush
- Photoshop
- Substance painter
- UnrealEngine

Skill Set

- 3D modeling / Sculpting
- UV / Texture
- Look development
- Layout
- Lighting
- Modular asset creation
- Set dressing

Work Experience

Senior Environment Artist

October 2023 - March 2026

Sanzaru Games @ Meta

- Built endless mini levels with designers on the Duat realm's uncharted rifts for Asgard's Wrath 2; solved level bugs and performance issues to hit production quality targets.
- Collaborated with leads, artists, and designers to develop exterior/interior building looks for unannounced projects.
- Created environment art from blockout through modeling, texturing, lighting, and set dressing.

Senior Environment Artist

April 2022 - October 2023

HoYoverse

- Led look development for architecture, layout blockout, and modular building assets on an unannounced open-world project.
- Worked with leads and designers to define gameplay spaces.
- Researched and planned street layouts to build an authentic urban city.

Senior Environment Artist

Nov 2003 - April 2022

Naughty Dog

- Partnered with texture and lighting artists to build cohesive, hyperrealistic environments.
- Created art blockouts, composition, asset proxies, and set dressing; problem-solved level issues with designers.
- Developed modular prototype looks from concept art and design.
- Built playable demos, vertical slices, and multiplayer maps.

Environment/ 3D Artist

Oct 2000 - March 2003

Sony Santa Monica Studio

- Created race track layouts and environments for Kinetica (PS2).
- Contributed 3D prop modeling for early God of War (PS2) pre-production and milestones.

Digital Cinematic Artist

1997 - 1999

Equinoxe Digital Entertainment

- Created pre-rendered cinematics for Activision titles including Vigilante 8 (1999), Heavy Gear (1997), and Dark Reign: The Future of War (1997).

3D Artist

1996 - 1997

Square USA

- Worked on the PS1 game Parasite Eve.

Education

Bachelor Of Fine Arts

1992 - 1995

Art Center Pasadena College of Design

- Illustration Major