

YULONG(TOBBY) TAO

3D Generalist

Los Angeles, CA, 90026

(628) 233 3037

artbytobby@gmail.com

ABOUT

Passionate about the entertainment industry and 3D art, I have been inspired by games, films, comics, and animation from an early age. My passion for drawing led me to explore 3D asset creation and continuously develop my artistic and technical skills. Through dedication, curiosity, and lifelong learning, I strive to create high-quality artwork and contribute to creative projects as a professional artist.

PROJECTS

Here are some contributions to character presentation, lighting, modeling, and rigging support across AAA game titles, feature films, and marketing campaigns.

Games

EA Games - Iron Man

- Character posing, lighting, and rendering

Gears of War E-day

- Character and creatures posing, lighting, and rendering in Unreal Engine

Battlefield 6

- Season 1 & Season Pass Motion Poster for Character posing, lighting, and rendering.

Mortal Kombat 1: Komplete Edition

- Character posing, lighting, and rendering.

Borderlands 4

- Logo development and character posing, lighting, and rendering.

Mafia: The Old Country

- Character posing, lighting, and rendering.

Call of Duty: Warzone Mobile

- Character posing, lighting, and rendering.

DESTINY 2

- Rigging for a few early game characters' assets, posing, lighting, and rendering.

Suicide Squad: Kill the Justice League

- Rigging for a few characters' assets. Adjusting textures, posing, lighting, and rendering.

WEBSITE

www.artbytobby.com

SKILLS

Modeling

Production-ready organic and hard-surface modeling for real-time and cinematic pipelines

High-poly sculpting and low-poly modeling

Asset optimization for games and real-time rendering

Texturing

PBR texturing for realistic and stylized assets

Hand-painted texturing for low-poly game assets

UV mapping and texture baking

General

Lighting for games and cinematic rendering

Character and creature rigging

Basic character and creature animation

Rendering in Unity and Unreal Engine

Drawing and digital painting

Creature and character concept design

LANGUAGES

English

Mandarin

Cantonese

Films

Superman

- Created placeholder rig for Krypto.

How to Train Your Dragon (Live Action)

- Built placeholder dragon rigs and assisted with posing and lighting.

Snow White (Live Action)

- Modeling and texturing the Magic Mirror for the IMAX movie poster.

The King of Kings

- Character posing, lighting, and rendering.

MAGIC MASKS (Indie Game on Steam)

- Worked as Game producer, Concept artist, 3D artist, and UI designer.

THE SECRET OF ST. BRIGID (Academic Project)

- Worked on Character concept, and 3D modeling, texturing.

ARC & ANI (Mobile Game)

- Freelancer for concept art, and 3D modeling.

PROPHECY (Thesis Project)

- Worked as a 3D artist, rigger, and animator.

EXPERIENCE

BOND Advertising Agency — Hollywood, Los Angeles — 3D Artist

July 2022 - May 2026

EDUCATION

2019 - 2022

Certificate in Digital Production - Modeling and Texturing

Gnomon — School of Visual Effects, Games & Animation

2012 - 2017

Master of Game Development - 3D Modeling

Academy of Art University

2008 - 2012

Bachelor of Digital Media - Animation Design

Shenzhen University

SOCIAL

artstation.com/tobbytao

IG @TobbyLoong

MAIN SOFTWARE

MAYA

ZBrush

Blender

Cinema 4D

Substance Painter

Substance Designer

Marvelous Designer

XGen

Photoshop

Procreate

Illustrator

Unity

Unreal Engine

SpeedTree

Gaea

Arnold

Vray

Redshift

After Effects

Premiere

Marmoset Toolbag