


Bailey Tsang

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Summary

Unreal Engine Generalist and Houdini Artist specializing in making real-time environments and characters. Deep technical knowledge of Unreal, with ability to do both art and tech art. Experience using Unreal for previs, techvis, final pixel and virtual production. Huge proponent of procedural workflows, making custom tools and assets in Houdini for fast iteration in Unreal. Knowledge of traditional modeling and texturing techniques. Above all, dedicated, passionate, and a visual storyteller.

Experience

Unreal Generalist

FuseFX

Oct 2022 - Present (8 months)

Unreal Engine Generalist working in virtual production, previs, and final pixel for TV, and film

Unreal Artist

Digital Domain

Sep 2021 - Oct 2022 (1 year 2 months)

Unreal Engine Lookdev Artist for digital humans

Unreal Artist

Ingenuity Studios, LLC

Mar 2021 - Sep 2021 (7 months)

Unreal Engine Generalist working in virtual production, previs, and final pixel for TV, film and music videos

Visual Effects Artist

Arcos Films + Music

Jun 2018 - May 2020 (2 years)

VFX Artist on seasons 1 and 2 of the PBS documentary mini-series "Now Hear This."

Skills

Unreal Engine • Houdini • Substance Painter • ZBrush • Autodesk Maya