

angel duan

Environment Artist

Address:
Los Angeles

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SKILLS

Maya, Unreal Engine 5, ZBrush,
Substance Painter, Substance Designer,
SpeedTree, Gaea, Marvelous Designer,
Marmoset

AWARDS

The Rookies 2025 Finalist

Game Development Category

EDUCATION

Gnomon School of Visual Effects, CA

Bachelor of Arts, Game Art

Expected in 06/2026

-Awarded The Rookies 2025 Finalist

Pratt Institute, Brooklyn, NY

Bachelor of Arts, Interior Architecture

06/2022

SUMMARY OF SKILLS

Environment Art

- Architecturally trained Environment Artist focused on readable, story driven real time environments
- Strong understanding of player navigation, visual hierarchy, and environmental storytelling
- Experienced in modular environment construction and worldbuilding pipelines

Lighting & Gameplay support

- Cinematic and atmospheric lighting designed to guide player attention
- Balance mood, color, and volume while maintaining gameplay clarity

Technical & Production

- Full environment art pipeline from blockout to final polish
- Modular kits, trim sheets, PBR workflows, and scene optimization
- Cross discipline collaboration and rapid iteration in Unreal Engine 5

PROFESSIONAL EXPERIENCE

Founder & Environment Artist

09/2025 – Present

Land Beyond | Independent Game Team

- Led environment art, lighting, and visual storytelling for a top down CQB shooter
- Designed spaces to support player flow, sightlines, and cover readability
- Built modular assets and optimized scene assembly under tight production timelines

Freelance Environment Artist 06/2025 – 07/2025

Art Photon Studio

- Created modular gothic environment assets for the Diablo franchise
- Delivered production ready assets using high to low poly workflows and PBR materials

PROJECTS

Echo Garden

01/2025 – 04/2025

Finalist, The Rookies 2025 – Game Development Category

- Built a fully modular Eastern courtyard environment focused on mood, history, and environmental storytelling
- Authored the majority of assets from scratch and customized sourced assets to maintain a unified art direction
- Designed cinematic lighting to guide player attention and create emotional depth
- Utilized PBR workflows, procedural materials, and technical VFX to deliver a polished real time environment

Shipwreck

07/2024 – 09/2024

Unreal Engine 5 Environment

- Created a cathedral like harbor interior centered on a dramatic shipwreck focal point
- Prioritized lighting, composition, and visual hierarchy to guide player attention
- Produced key assets and integrated curated props to achieve a cohesive visual narrative
- Developed atmospheric lighting and fog layers to enhance mystery, scale, and storytelling potential