

Ching Lau

Artist at ZeniMax Online Studios

clau22@gmail.com

Summary

My name is Ching Lau and I have been in the industry since 2003. Over my career I have worked as a Pre-Visualization Artist for an Architectural firm, I have been a Artist for a few video game studios where I have made numerous in-game characters, environments, props, and structures. I have also animated both character and environment models during that time and I often moonlight as a Adjunct Faculty at the college level. I have also been a Freelancer, doing digital sculpts for both miniature and toy companies. I guess in many ways I have been a jack of all trades during my time in the industry. The industry has treated me pretty kindly so I can honestly say I have been pretty lucky living my dream. I tell my students often that no matter what path they decide to travel on that they need to be passionate about what they love. I like to think I am a good example of that.

Specialties include: 3d Studio Max, Maya, Zbrush, Photoshop, CrazyBump, Marvelous Designer, Quixel Suite, and Mudbox.

Game engine experience with Gamebyo, The Hero engine and Marmoset.

Experience

Adjunct Professor at Bowie State University

February 2014 - Present (8 months)

Teaching ART 496 Introduction to 3D Animation and Modeling.

Teaching ART 497 Advance 3D Animation and Modeling.

Adjunct Faculty at University of Maryland Baltimore County

2010 - Present (4 years)

Teaching ART 384 Introduction to 3D Animation in maya.

1 recommendation available upon request

Artist at ZeniMax Online Studios

May 2008 - Present (6 years 5 months)

In-house, modeled and textured numerous in game assets.

Artist at Breakaway Games

February 2007 - May 2008 (1 year 4 months)

In-house, modeled, textured and rigged numerous in game characters, architectural structures, vehicles, and environment props.

7 recommendations available upon request

Artist at Nemesis Entertainment

2006 - 2007 (1 year)

Remote, modeled and textured numerous in game architectural structures and environment props.

3d Artist at Interface Multimedia

2003 - 2007 (4 years)

In-house, model 3D buildings, furnishings, environments, site works. cataloging of completed models and images. rendering and composited images and renders for commercial purposes

2 recommendations available upon request

Languages

Cantonese

Skills & Expertise

Maya

Zbrush

3D animation

3D Studio Max

3D

Character

Photoshop

Texturing

Rendering

Character Rigging

Environment Art

UV mapping

Video Games

Modeling

Mudbox

Texture Painting

Digital Sculpting

Gamebryo

Art

Video Game Development

Computer Graphics

Low Poly Modeling

Game Development

Character Animation

3D Modeling

Animation

Computer Animation

3D graphics

Illustrator

Unity3D

Adobe Creative Suite

Unreal Engine 3
Conceptual Art
Level Design
Xbox 360
Perforce
Game Design
Unreal Editor
Computer Games
Traditional Animation
Digital Painting
Mental Ray
Storyboarding
Digital Art
3D visualization
ZBrush

Education

University of Maryland Baltimore

BA, Imaging and Digital Arts, 1998 - 2002

Activities and Societies: Retriever Newspaper- worked as an cartoonist

2 recommendations available upon request

Interests

Movies, tv, video and board games, 3d art, fishing and painting.

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12 people have recommended Ching

"Ching was my professor of Intro to 3D at UMBC. He was by far one of the best teachers I've had, and has benefited me artistically in immense ways. I took his class after hearing that he had years of experience in the video game industry, and since I also want to work on games as an artist I knew I had to get the chance to work with him and learn everything I could. He was a constant source of inspiration for everyone in the class, and seeing his amazing sculpting work made us all want to push ourselves further than I've ever seen in other students at this school. Ching made it clear from the beginning that he would teach as far as we wanted to go, and I found this to be the most advantageous thing he could have done as a teacher, for myself in particular. At the beginning of the class I had minimal knowledge of 3D programs, and by the end I was putting in a crazy sum of hours trying to sculpt things in ZBrush that impressed even me (my biggest critic), trying to beat my last project each time. We were all willing to put the time in to make something impressive and raise the bar, and that's exactly how a class should be run--though unfortunately this is a very rare thing in a teacher. I will proudly say that taking Ching's class was one of (if not the single) best decision I made in my years at UMBC. He was willing to put in the time to help you personally if you were willing to put in the time yourself, and I couldn't have asked for a more challenging or rewarding experience than that. Also, he's just an awesome guy!"

— **Ashley Dotson**, reported to Ching

"What can I say?...Ching Lau is the man. fast, friendly and fearless... I love his ability to work fast in 3d then manipulate his reference and source material into workable painted textures that fit the targets environment and mood. highly recommended"

— **walter Carter**, *3d artist, breakaway games*, worked directly with Ching at Breakaway Games

"Ching is a talented modeler, texturer and dedicated worker. He learns new software and propitiatory tools quickly and produces top quality assets at a fast professional pace. Ching keeps current on the industries latest tutorials and techniques and is quick to institute them into his work-flow. He takes pride in his work and is always looking for new ways to improve and adapt to the constant changing standards of the game industry. It was a pleasure to work with Ching in the same studio and I would jump at the chance to do so again.'"

— **Jon Solmos**, *Artist, BreakAway Games*, worked with Ching at Breakaway Games

"I worked with Ching at Breakaway Games for a year and a half. During that time he had a huge impact on both myself and the Art Department here. Ching is more than the ideal game artist, he consistently achieves

the highest quality work and the deepest respect of his fellow artists and friends. Ching is a team player and maintains a clear sense of purpose. His co-workers and friends will always hold him in the highest esteem and I sincerely recommend Ching to any development team in the industry."

— **Lou Bonbrest**, *Artist, Breakaway Games*, worked with Ching at Breakaway Games

"Ching's positive attitude is absolutely infectious. His passion for what he does (and man does he make it look easy) and dedicated commitment to pass on the skillset he has learned are truly admirable. Ching also possesses the ability to bring new ideas to the table. He can also express those ideas with an energy that is rarely found in others. Without a doubt, I would be more than willing to work with Ching again in the future."

— **Dino LaMana**, *Project Lead (QA), BreakAway Games*, worked with Ching at Breakaway Games

"Ching is a pleasure to work with. His speed, attention to detail, creative talent and 3d knowledge and experience make him a valuable asset to any art team. I would highly recommend Ching not only as an artist, but as an upbeat and positive employee."

— **Mike Phillips**, *Art Director/ Concept Artist, BreakAway Ltd.*, managed Ching at Breakaway Games

"Ching is an outstanding, creative and ambitious artist. His knowledge of technical development processes was very helpful to an already complex development system. It would be my pleasure to work with Ching again any time."

— **Jim Alary**, *Creative Director, Breakaway Ltd*, managed Ching at Breakaway Games

"During our time together at BreakAway, Ching has proven to be one of the most driven artists with whom I have ever been associated. He has an excellent attitude, works extremely well with others, and has the courage to take on any art task, familiar or otherwise. While he may only have a couple of years under his belt in the games industry, do not let this detail fool you. Ching has been regularly challenging himself with a variety of real-time 3D character, environment, and vehicle art assets for FPS mods for quite some time. He continues to grow and refine his skill set, on a 24/7 basis, through a wide range of personal and professional projects, utilizing some of the latest, mainstream creative software. If you are looking for a 3D Artist who is determined to be the very best he can be, with an unquenchable thirst to learn more, then, look no further than Ching Lau."

— **Eric Scharf**, *CSM, Art Director, BreakAway, Ltd.*, managed Ching indirectly at Breakaway Games

"I had the privilege of working with Ching for about 3 years. I recommend his work without hesitation and hope to work with him again in the future."

— **Jean-Marc Labal**, *Team Leader, Interface Multimedia*, managed Ching at Interface Multimedia

"Ching is an inspiration to me and introduced me into the gameart realm with low poly modeling and texturing. He is also very fun and cheerful and brightens up the atmosphere at work. Last but not least, he is a very fast but thorough 3D artist."

— **Stefan Svebeck**, *Junior 3D Modeler, Interface Multimedia*, worked directly with Ching at Interface Multimedia

"Ching Lau was by far the best 3D animation instructor I had during my time at UMBC. He stays up to date on industry tools and standards, something that not all 3d instructors do. Beyond that he cares about each individual student. As long as a student is willing to work, Ching Lau will go above and beyond to help them reach their full potential as a 3d artist, often achieving results beyond even the university's own standards. Ching Lau would definitely be invaluable at any university."

— **Calvin Kumagai**, *Student, University of Maryland Baltimore County*, studied with Ching at University of Maryland Baltimore

"Ching is probably one of the most talented illustrators I've ever met. He can sketch anything you put at him without fail. Trust me, I've had him do it. He's also one of the most passionate 3D animators with a knack that lends itself towards game design. Kudos for him for finding his niche. It would be an honor to work with him on another project. The guy knows how to make being warped fun!"

— **Robert Grossman**, *Student, University of Maryland Baltimore County*, studied with Ching at University of Maryland Baltimore

[Contact Ching on LinkedIn](#)