

GARY TANG

CG GENERALIST
GARYTANGDESIGN.COM
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Los Angeles based Senior CG Generalist with strong focus on asset creation and management. Experienced in TV, Films, Animation, Commercials, AR/VR, Cinematics and Games. Former Marine Corp Sergeant, professional and structured. Extensive experience in team leadership and project management.

MAYA
3DS MAX
UNREAL ENGINE
UNITY
HOUDINI
ZERO DENSITY
NUKE
SUBSTANCE PAINTER
ZBRUSH
MUDBOX
MARMOSET TOOLBAG 3
UV LAYOUT
CAMTAISA
MARVELOUS DESIGNER
3D COAT
SPEEDTREE
SKETCH UP
KEY SHOT
MARI
ARNOLD RENDERER
WORLD MACHINE
ORNATRIX FOR MAYA AND 3DS MAX
X NORMAL
MUSH 3D
VRAY RENDERER
ADOBE AFTER EFFECT
ADOBE PHOTOSHOP
ADOBE INDESIGN
ADOBE PREMIERE
PF TRACK
RED SHIFT
GOLAEM FOR MAYA

