

Sun Bowen

3D Character Artist

CONTACT






Email: bs9041@g.rit.edu

Phone: 585-851-3477

Address:
Rochester, NY

Website:
bowen3d.com

SKILLS

-  Zbrush
-  Maya
-  Substance Painter
-  Unreal Engine
-  Blender

LANGUAGES

- Chinese
- English
















ACTIVITY

- 3D Clubs and printing
- Global Game Jam

Profile

3D Digital Design with familiar of Character Sculpting and Hard surface. Complete several cooperative projects using Unreal Engine, Zbrush and maya. Professional work flow and file version control learned from Projects. Experience in the dual pipeline workflow for animation and games. Have participated in game production activities and individual personal game project.

Project

- REFT(Rapid Endograft Fenestration) ---- January 2026 - April 2026
 (Pre-animation, modeling)
- Vibetron ---- February 2026 - April 2026
 (Modeling)
- ShardWorld Forger ---- February 2026 - October 2026
   (Character sculpting, Main Character Rigging)
- ROC THE JAM ---- Jan 30 - Feb 1 2026
    (Character design and sculpting, scene design and modeling)
- SiracuSan Film ---- May 2025 - July 2026
      (3D character Artist and hard surface)

Education

Rochester Institute of Technology

B.F.A. 3D Digital Design

September 2023- May 2027

Character Design and Rigging

Real Time Design

Professional Practice

Collaboration Project