

# TOMMY KHO

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## PROFESSIONAL SUMMARY

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Hi, here is a short intro about myself, my name is Tommy Kho i'm a 2D and 3D artist and i'm a freelancer since 2006 till now, i have an experienced as junior art director at a lifestyle tabloid in Medan city for 5 years, and as art teacher in Illusign School (mostly teach 2D than 3D) as owner also, for 3 years till now.

i have not graduated any art degree in my country, so that's make me a self taught artist, also i haven't work at any art industry in official way. but i have done several (not much) art for industry game as freelancer.

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## HIGHLIGHT

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- 2D background artist
  - Character Designer
  - Digital Matte Painter
  - 3D modeller and texture artist
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## EXPERIENCE

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- 2006-2010 : as junior art director at Aplaus the lifestyle.
  - 2011-2012 : art teacher at Medan School of art and design.
  - 2012 - now : as a freelancer
  - 2012-2013 : join as game developer in Magnoliasoft as a concept artist.
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## SOFTWARE IN WORKFLOW

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### major software :

- Maya (modelling and rendering - arnold)
- 3dsmax (modelling and rendering - vray)
- Zbrush
- Substance Designer, Substance Painter (baking and texturing)
- Photoshop CC

### supporting software :

- World Machine
  - Xnormal
  - 3Dcoat
  - Substance B2M
  - HeadsUV layout
  - Marmoset
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## MY PORTFOLIO

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[facebook : tommy kho](#)  
[www.illusignstudio.com](http://www.illusignstudio.com)  
[www.behance.net/illusign](http://www.behance.net/illusign)  
[www.drawcrowd.com/tommykho](http://www.drawcrowd.com/tommykho)  
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