



Isara (Gus)
Kesaranond
Environment Technical Artist

Contact

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Los Angeles, California

Summary of Skills

Houdini Procedural Tools

- 4 years' experience developing procedural generation tools for game environments, including a bookshelf generator, slime web, wooden tribal structures, palisade fence wall—twelve tools in total.
- Tools designed with highly art-directable controls and fully integrated into polished Unreal Engine environments using Houdini Engine with performance and polygon count optimization, instancing.

Game Environment Creation

- Hard-surface modeling and UV mapping for both game pipeline and film pipeline.
- Created full 3D environments—with knowledge of HLODs and world partition optimization.
- SpeedTree Foliage generation with LODs.
- Sculpting assets with ZBrush and retopology with Maya.
- PBR texturing with Substance Painter and procedural texturing with Houdini.
- Material creation in Substance Designer for Unreal Engine.
- Vegetation scattering with PCG procedural systems in Unreal Engine.
- Landscape generation with Houdini and GAEA

Programming

- Developed a Python tool in Houdini to display and assign HDRIs image to an environment light.
- Utilize linear algebra and trigonometry through VEX scripting in Houdini for 3D tool problem-solving.

Soft Skills

- An avid communicator who ensures a thorough understanding of assigned tasks by asking clarifying questions and providing consistent progress updates.
- Taught and mentored peers to learn Houdini. Explain concepts in an easily understandable manner.
- A collaborative team player who prioritizes team goals and success.
- Adaptable to evolving art direction and implement feedback in a timely manner.

Experience

Architecture

Tokyo - Architectural Intern at Norihiko Dan and Associate Architects (07/2019 - 08/2019)

Developed early architecture designs with physical models.

Produced 3D CAD models and construction drawings of ongoing projects.

Italy - Architectural Visualization at Altelier Gian Marria Socci (Remote Freelance, 03/2021 - 01/2022)

Produced 3D CAD models of architecture projects based on design drawings.

Produced 3D renders of architecture and its surrounding environments.

Education

Game Art Gnomon School of VFX, Games, Animation - BFA Digital Production (2022 - 2025)

Computer graphics arts for games and film, with a specialization in Houdini, Unreal.
3D environment creation and procedural tools for game environments.

Architecture Chulalongkorn University International Program - Bangkok, Thailand (Rank 1)
B.Sc Architecture and Design - transferred credits (2018 - 2022)

Studied architectural design and architecture history.
Learn artistic skills, including composition, perspective drawing, color theory, lighting.
Designed architecture projects and verbally presented in an engaging manner.
Acquire technical knowledge in calculus and physics for architects.

Profile

I am an Environment Technical Artist, graduated from Gnomon, with a passion for procedural workflows and dark atmospheric story-driven worlds. Have a strong visual reference from my experiences traveling and working in Asia.

Awards

Best of Term - Winter 2024
Interior Environment

The Rookies 2024
Grade A, Draft Selected

Portfolio

[Link](#)



Software Skills

Houdini
Unreal Engine
Substance Designer
Substance Painter
Maya
SpeedTree
ZBrush

Language

English - Near Native
(American Accent)
Thai - Native