

JASMINE YING

3D Game Environment Artist



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LOS ANGELES, CA

EDUCATION

Bachelor of Fine Arts // Digital Media

Otis College of Art and Design,

Los Angeles, CA // 2014 - 2018 //

SKILLS

- Software: Adobe Creative Suite, Autodesk Maya, Substance Painter, Substance Designer, Unreal Engine, Zbrush
- 3D: 3D modeling, high-poly to low-poly modeling, texturing, UVing
- 2D: concept design, life drawing, prop design, key frame painting, plein air painting

LANGUAGES

- English (*native speaker*)
- Mandarin Chinese (*speaking proficiency*)
- Japanese (*speaking proficiency*)

EXPERIENCE

Digital Media Tutor

Otis College of Art and Design | Sept 2017 - May 2018

- Teach students the basics of Photoshop, layout design, prop design, and key frame design.

Lab Technician

Otis College of Art and Design | Oct 2015 - May 2018

- Collaborate with the Academic Computer Services to install, upgrade, and maintain software and hardware throughout the campus.
- Assist students and faculty with account, printing, and software issues.

Volunteer

Making @ SIGGRAPH | Los Angeles, CA | Aug 2015

- Assisted with set-up monitoring, and clean-up of the main exhibit.
- Performed demonstrations of exhibit technology to potential clients.