

# JASMINE YING

3D Artist



310 - 283 - 5678



JASMINEYINGART@GMAIL.COM



WWW.JASMINEYING.COM



LOS ANGELES, CA

## EDUCATION

### BFA, DIGITAL MEDIA

Game and Entertainment Design  
Otis College of Art and Design  
Los Angeles, CA | 2014 - 2018 |

## SOFTWARE

Maya, Zbrush, Unreal Engine 4,  
Photoshop, After Effects,  
Substance Designer, Substance  
Painter.

## SKILLS

3D Modeling, PBR Texturing,  
High Poly to Low Poly  
Modeling, UV Mapping.

## EXPERIENCE

### FREELANCE ARTIST

*July 2019 - present*

- Modeling 3D characters and props for online clients.

### 3D GAME DESIGN INSTRUCTOR

*Choice Group, INC. | Inglewood, CA | Aug 2018 - June 2019*

- Taught students 3D modeling and texturing in Autodesk Maya and Zbrush.
- Implemented curriculum, adapted lessons to fit different learning styles, and rendered and composited work into final semester videos.

### LAB TECHNICIAN

*Otis College of Art and Design | Los Angeles, CA | Sep 2016 - May 2018*

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

### DIGITAL MEDIA TUTOR

*Otis College of Art and Design | Los Angeles, CA | Sep 2017 - May 2018*

- Taught a range of 2D and 3D skills, including layout and prop design, UV mapping, PBR texture creation, and high poly to low poly modeling pipeline.

### VOLUNTEER

*Making @ Siggraph | Los Angeles, CA | Aug 2015*

- Performed demonstrations of exhibit technology to potential clients.