

JASMINE YING

3D Environment Artist



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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, Marvelous Designer.

SKILLS

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

EXPERIENCE

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.