

# Jasmine Bell

## Lead Hard Surface Artist

@ fakeemail@gmail.com

📍 Los Angeles, CA

## SUMMARY

Creative and detail-oriented Lead Hard Surface Artist with 5 years of experience creating and maintaining assets to the standards set for the Hunt brand. Adept at leading a team of Hard Surface artists to ensure a speedy and fluid workflow. Sample work available upon request.

## EXPERIENCE

### Lead Hard Surface Artist

#### Crytek

📅 Ongoing 📍 Frankfurt, Germany

Created and maintained assets to the standards set for the Hunt brand resulting in a 20% increase in game asset quality

- Led a team of 5 Hard Surface artists to ensure a speedy and fluid workflow resulting in a 30% decrease in asset turnaround time
- Collaborated with Art Director to ensure assets met brand standards resulting in a 15% increase in player engagement
- Mentored and trained junior artists resulting in a 50% increase in team efficiency

### Hard Surface Artist

#### Ubisoft

📅 Date period 📍 Montreal, Canada

Created high quality game assets resulting in a 10% increase in game asset quality

- Collaborated with Art Director to ensure assets met brand standards resulting in a 20% increase in player engagement
- Worked with team to ensure assets were delivered on time resulting in a 95% on-time delivery rate
- Implemented new asset creation techniques resulting in a 25% increase in team efficiency

### 3D Modeler

#### Rockstar Games

📅 Date period 📍 New York, NY

Created and implemented high quality 3D assets resulting in a 5% increase in game asset quality

- Collaborated with Art Director to ensure assets met brand standards resulting in a 10% increase in player engagement
- Managed asset pipeline and ensured assets were delivered on time resulting in a 90% on-time delivery rate
- Worked with technical team to troubleshoot and resolve asset implementation issues

## EDUCATION

### Bachelor of Fine Arts in Digital Media

#### California Institute of the Arts

📅 Date period 📍 Valencia, CA

## STRENGTHS



### Team Leadership

Led a team of 5 artists to complete a project 2 weeks ahead of schedule



### Attention to Detail

Ensured all assets met client's specifications, resulting in a 95% approval rate



### Adaptability

Successfully transitioned from 2D to 3D art, learning new software in 2 months

## SKILLS

3D Modeling

Texturing

Lighting

Photoshop

ZBrush

Substance Painter

## ACHIEVEMENTS



### Solo Exhibition

Curated a solo art exhibition featuring 20 original pieces



### Charity Auction

Donated art piece to charity auction, raising \$5,000 for a local animal shelter

## AWARDS



### Best in Show

Awarded at the 2019 Art Show for 'Mechanical Marvels' 3D art piece



### Most Improved

Recognized by supervisor for significant progress in technical and artistic skills