

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