YASMINE ROY 2D and 3D Artist

yasroy11@yahoo.com



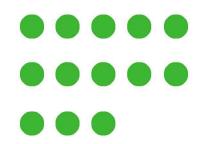
www.yasmineroy.com/pages/conceptart.html

ABOUT ME

I hope to tell stories through movies or games, create and bring to life characters that capture and sway the hearts of millions. My career goal is to work in either the Game or Film Industry, as a **3D modeler**.

LANGUAGES

English
Native
French
Native
Arabic
Advanced



EDUCATION

Full-time Intensive Portfolio Prep Program

- Syn Studio Start July 2020

A specialized training program in Concept Art and Illustration that focuses on the creation of Concept Art pieces for portfolio purposes. The program has an undetermined end date.

Specialization in Computation Arts with a Bachelor

in Fine Arts - Concordia University in Montreal, QC

August 2017 - June 2020

Currently attending Concordia University as a Computation Arts student. The department covers various fields in arts and technology, from graphic design, to programming for games, to 3D modeling and animation, and so forth.

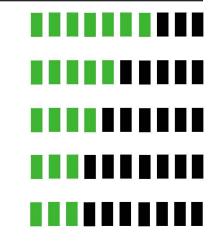
SKILLS

Photoshop CC
Unreal Engine
Unity
Blender
Maya

Premiere Pro CC
After Effects CC

Substance Painter
Zbrush

Mudbox



EXPERIENCE

Internship at Hexagroup Marketing Company

Houston, TX - Summer 2017

Worked as a full-time intern at Hexagroup, a small marketing company located in downtown Houston, Texas. Participated in website design and content population, and helped complete an interface project for a client.

Internship at Immosis

Houston, TX - Summer 2018

Worked as a full-time intern at Immosis, a startup VR company that specializes in game and app development. Created content such as creature designs, asset textures, and hero posters that was included in game and client projects.