

Jasmine Burks

Environment Artist |
Graphic Designer

 Ypsilanti, Michigan

 jasminekburks@gmail.com

 734.417.1793

 www.jasmineburks.com

Education

Bachelor of Arts Media and Information

Minor in Game Design and Dev
Minor in Graphic Design
2012 - 2017

Michigan State University
East Lansing, Michigan

Software

Proficient

Autodesk Maya
Substance Painter
Substance Designer
Adobe Photoshop
Adobe Illustrator
Unreal Engine 4
Unity

Knowledgeable

ZBrush
SpeedTree
InDesign
Marvelous Designer
Quixel Suite
World Machine
Adobe Dreamweaver

Related Work Experience

Great Lakes Reality Labs July 2017 - Feb. 2018
3D Model and Texture Artist
Lansing, MI

- High/Low poly modeling and PBR texturing assets to recreate accurate VR experiences.
- Worked with Clients and Supervisors to detail and plan project expectations.
- Worked from photo reference as well as first-hand observation to create scenes.
- Collaborated with various members to create cohesive, well-functioning experiences.

Games for Entertainment and Learning Lab May 2016 - May 2017
3D Model and Texture Artist
East Lansing, MI

- Created low poly models and textured assets adhering to specific visual styles of each project.
- Worked with Clients and Supervisors to detail and plan project expectations.
- Reported on project schedule and timeline progression.
- Collaborated with various members to create cohesive, well-functioning experiences.

Customer Service Experience

Leo's Coney Island May 2014 - Present
Cashier/Server
Ypsilanti, MI

- Provided customer and hospitality services as it pertained to the restaurant industry.

Ulta Beauty July 2017 - Sep. 2017
Beauty Advisor
Ann Arbor, MI

- Provided customer and hospitality services as it pertained to the retail industry.