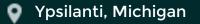
Jasmine Burks

Environment Artist | Graphic Designer



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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 3D Model and Texture Artist *Lansing, MI* July 2017 - Feb. 2018

- 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 Cashier/Server *Ypsilanti, MI* May 2014 - Present

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

Ulta Beauty Beauty Advisor *Ann Arbor, Ml* July 2017 - Sep. 2017

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