



JESICA O'BLACK

Visual Development Artist

CONTACT ▶

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(915) 474 - 7003

PROFILE ▶

Game artist with a passion for making believable characters and great props combined with a sharp eye for design. Superb at solving problems and works well individually or in a group setting. Wonderfully optimistic and motivated in a work environment and has more than four years client service and freelance experience.

SOFTWARE ▶



Maya



3DS Max



ZBrush



Substance



3D Coat



Quixel



Unreal



Unity



Photoshop



Premier



Illustrator



After Effects

EXPERIENCE ▶

Website Artist

Dec 2012 - Present

Sylestia.com

Helps with the creation of various 2D assets and creature templates as part of a small art team. Also builds detailed style guide videos for new hires.

Freelance

Mar 2011 - Present

TeaTimeJess

Illustrates customized character concept and profile images along with various web based game assets for private clients on a contract basis.

MWPartners Game Analyst

April 2016 - July 2016

Blizzard Entertainment

Provided critical feedback for player experience as well as researching issues with gameplay and reporting to developers in a cohesive manner daily. Excelled in working with team members to complete complex tasks efficiently.

EDUCATION ▶

Bachelor of Science - Game Art & Design

2016

Art Institute of California Orange County

Learned foundational skills in 3D asset and character creation, design documents, level design, and concept illustration.

ADD. EXP & HONORS ▶

Alpha Beta Gamma 2013 - 2016

Board Member

Board member at the Delta Phi chapter of ABG and representative of the Game Art & Design major.

Vendor Hall

2012 - 2016

Booth Owner

Created customized merchandise and printed material for sale at conventions in several states.