

# Jacquelin Maj

3 D Environment Artist

## CONTACT



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Portfolio

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LinkedIn

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## EDUCATION

**Otis College of Art and Design** | Los Angeles, CA  
Bachelor of Fine Arts, Game Design | May 2023

**Colorado State University** | Fort Collins, CO  
Electronic Arts Courses | May 2019

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**Dean's List** | 5 Semesters



## SKILLS

Software

Maya, Zbrush, Substance Painter,  
AfterEffects, Photoshop, Unreal Engine,  
Unity

Traditional

Illustration, Painting, Photography,  
Sewing, Silicone Mold Creation, Costume  
Beading, Body Painting

## EXPERIENCE

**3D/VR Environment Artist** | Launch Party LLC |  
August 2023 - October 2023 | Remote

- Create VR Environments in Unity with other programs such as Maya, Substance Painter, and Photoshop

**Lead Environment Artist** | Steel Foundational  
Gaming | June 2022 - May 2023 | Remote

- Lead my team to create a Roblox edutainment game covering the financial curriculum for high school students
- Use Maya, Substance Painter, and Roblox Studio to create individual assets and full levels
- Assist associate environment artists in all aspects of level completion

**3D Artist Teaching Assistant** | Otis College of Art  
and Design: Digital Media | August 2022 - May 2023 |  
Los Angeles, CA

- Demo 3D art lessons in Maya, Substance Painter, Zbrush, and Unreal Engine
- Ensure students get the help they need through all stages of their projects to create full scenes or characters
- Assist students with modeling, texturing, lighting, and rendering

**Associate Environment Artist** | University of  
Southern California: Engineering | January 2022 - May  
2023 | Los Angeles, CA

- Collaborate with a team of engineering students from USC on the game BloomPunk, Blindsight: War of Wardens, and Impasto
- Create 3D props and environments for the game using Maya, ZBrush, Substance Painter, Unreal Engine, and Photoshop

**Student Ambassador** | Otis College of Art and Design  
Admissions | August 2020 - May 2023

- Give campus tours to VIP visitors and students, etc