

Jenise Ong - 3D Modeling / Surfacing Artist

Summary

Excited to add life and creativity to any team and project in need of a great artist. Modeling, sculpting, texturing, and lookdev, and especially stylized art and appeal are my specialties. Aside from art skills, I've also got technical know-how in the form of scripting, as well as my knack for troubleshooting technical problems. Always happy to help fellow artists and devs; ever enthusiastic for opportunities to learn.

Experience

3D Character Artist / Assistant Character Artist (EA, Plants Vs Zombies: Battle for Neighborville) Burnaby, BC, Canada

(April 2018 - April 2019)

- modeling, sculpting, retopologizing, baking, texturing, finaling (in engine) for characters, character assets, character effects, etc
- reviewed assets and gave feedback to artists to ensure assets meet quality bar and style guides (Shotgun/Shotgrid)
- collaborated with rigging & tech art department to ensure assets delivered by the team are optimal for rigging and engine use
- fixed errors for assets in engine; worked collaboratively with engineers to discuss and resolve errors
- provided technical support for artists, and occasionally tech art support

3D Character Artist (IGG Canada) Vancouver, BC, Canada (April 2019 - July 2019)

- delivered high quality assets for use in trailers and in game
- modeling, sculpting, retopologizing, baking, texturing, for characters, character assets, character effect meshes, props, etc.
- responsible for prototyping gameplay, creating environment art/assets, vfx systems, and layout in Unity
- prototyping and research for an unannounced IP

Junior Modeler / Texture Artist (ICON Creative Studio) Vancouver, BC, Canada (November 2020 - April 2022)

- responsible for modeling, texturing, surfacing/lookdev for a variety of assets ranging from props, characters, and sets/environments, both individually or in collaboration with other artists
- occasionally wrote scripts/tools for team use to increase productivity and ease of work
- extensive work with Substance Painter, Maya, and Arnold to create quality assets

Modeling / Surfacing Artist (WildBrain Studios) Vancouver, BC, Canada (April 2022 - Present)

- modeling and surfacing of characters, props, sets, etc
 - extensive work with Maya, Substance Painter, Arnold, Katana, and Unreal Engine for various projects
-

Skills

3D Packages	- Autodesk Maya / Zbrush
3D Texturing	- Substance Painter / Substance Designer / Substance Alchemist / xNormal / Adobe Photoshop / Adobe Illustrator
Rendering	- Arnold / Unity / Unreal Engine 4 / Marmoset Toolbag 3
Scripting	- Python / MEL
Miscellaneous	- Shotgun (Shotgun) / Perforce

Education

Game Art Institute (Online)

Character Creation for Games (2020)

Vanarts (Vancouver Institute of Media Arts) - Vancouver, BC, Canada

Game Art and Design Program (2015-2016)

CIIT College of Arts and Technology - Quezon City, Philippines

Diploma in Computer Graphics Design + Multimedia Arts (completed 79 units) (2013-2014)

Graphic Design, Corporate and Packaging Design, 2D Illustration, Advertising, 2D Animation, Typography, etc.

University of Santo Tomas - Manila, Philippines

Bachelor of Science in Architecture (completed 109 units) (2011 - 2013)