

## JENISE ONG

## 3D Modeler / Texture Artist / Technical Artist

### Summary

Excited to add life and creativity to any team and project in need of a great artist. Modeling, sculpting, texturing and lookdev, I'm your gal. 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, Electronic Arts (Plants Vs Zombies: Battle for Neighborville)

(April 2018 - April 2019)

- ↳ modeling, sculpting, retopologizing, texturing, finaling (in engine) for characters, character assets, effects meshes, etc.
- ↳ collaborated with rigging & tech art 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)

(April 2019 - July 2019)

- ↳ delivered high quality assets, for use in trailers and in game
- ↳ modeling, sculpting, retopologizing, texturing, for characters, character assets, character effect meshes, etc.

#### Junior Modeler / Texture Artist (ICON Creative Studio)

(November 2020 - April 2022)

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

#### 3D Modeling / Surfacing Artist (Wildbrain Studios)

(April 2022 - August 2024, June 2025 - August 2025)

- ↳ responsible for modeling, texturing, surfacing/lookdev, and shader development for character, environments, and props
- ↳ extensive work with Maya, Substance Painter, Arnold, and Unreal Engine to create quality assets
- ↳ created scripts for specific repetitive tasks and distributed to the team for use

### Skills / Software

#### 3D Modeling, Surfacing, Look Development, Game Engines, 2D Image Creation/Manipulation

- ↳ zBrush, Autodesk Maya, Substance Painter, Substance Designer, Arnold for Maya, Redshift for Maya
- ↳ Unreal Engine 4, Unreal Engine 5, Unity, Frostbite
- ↳ Adobe Photoshop, Krita, Adobe Illustrator

#### Scripting / Programming

- ↳ Python, pyMEL, blueprints

### Education

#### Technical Arts

- ↳ British Columbia Institute of Technology (2025-2026)

#### Character Creation for Games

- ↳ Game Art Institute - Online (2020)

#### Game Art and Design

- ↳ Vanarts (Vancouver Institute of Media Arts) - Vancouver, BC, Canada (2015 - 2016)

#### Diploma in Computer Graphics Design + Multimedia Arts

- ↳ CIIT College of Arts and Technology - Quezon City, Philippines (completed 79 units) (2013 - 2014)
- Graphic Design, Corporate and Packaging Design, 2D Illustration, Advertising, 2D animation, Typography, etc.

#### Bachelor of Science in Architecture

- ↳ University of Santo Tomas - Manila, Philippines (completed 109 units) (2011 - 2013)