

Jim Yang

Environment & Prop Artist

www.jimyangart.com

CONTACT ME

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SKILLS

- Photoshop • 3DS Max • Maya • Modo • Unreal 4 • Unity 5
- World Machine • 3DCoat • Substance Painter • Substance Designer • SpeedTree

GAMING DEVELOPMENT EXPERIENCE

Cold Iron Studios (2022)

Duration: Sep 2022 - Now

Duties & Responsibilities: Liaison between internal environment artistic team and external outsource vendors. Engaged in review and integration of outsourced assets into the game.

SAIC (2021)

Duration: June 2021 - Sep 2022

Duties & Responsibilities: Environment and terrain artist responsible for creating 16 sq km world and populating it with specific location assets.

Star Wars: The Old Republic (2016)

Duration: April 2016 - April 2017

Duties & Responsibilities: Associate artist aiding in creating weapons and vehicle mounts for the cartel market. Assist other departments (VFX & Environment) as needed to meet delivery milestones.

PROFESSIONAL WORK EXPERIENCE

SEP 2022
NOW

Cold Iron Studios

Role: Outsource Intake Artist

Duties & Responsibilities: Liaison between internal environment artists and external outsource vendors.

JUN 2021
SEP 2022

Scientific Applications International Corporation

Role: Sr. Game Development Artist

Duties & Responsibilities: Terrain creation and development of specific locations for military simulation.

AUG 2018
APR 2021

L3Harris

Role: 3D Content Near View Artist

Duties & Responsibilities: 3D creator for hard surface assets used in interactive maintenance guides for the U.S. military, virtual reality simulations and augmented reality applications.

MAY 2017
AUG 2018

SOUTHEASTERN COMPUTER CONSULTANTS, INC.

Role: 3D Graphics Artist

Duties & Responsibilities: 3D content creation for interactive multimedia instructional materials.

EDUCATION

DEC 2014

MASTERS DEGREE

The Guildhall at Southern Methodist University: Masters in Interactive Technology specializing in Art Creation