

Jin Park

environment artist

Environment artist with seven years of experience designing immersive 3D worlds for open-world games and virtual reality. Combines technical skill with a passion for atmospheric storytelling and spatial design.

CONTACT



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email@example.com



Portfolio



Irvine, CA 92602

EDUCATION

Bachelor of Arts (B.A.) in Game Design
University of Southern California,
Los Angeles, CA, May 2016

KEY SKILLS

- Asset optimization
- Blender
- Environment modeling
- Level layout
- Lighting
- Modular design
- Terrain sculpting
- Unreal Engine

PROFESSIONAL EXPERIENCE

ENVIRONMENT ARTIST | EPIC EDGE STUDIOS, IRVINE, CA
AUGUST 2018 – PRESENT

- Designed and optimized 60+ environment scenes for a cross-platform fantasy RPG
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- Reduced texture load times by 40% using advanced LODs and optimized meshes
- Mentored interns on using Unreal Engine for environmental composition

3D ARTIST | HORIZON LOOP, BURBANK, CA
JULY 2016 – JULY 2018

- Modeled environment props for two VR training simulations
- Collaborated with technical artists to test environments for performance
- Designed lighting setups that improved realism and ambiance

CERTIFICATIONS

- Unreal Engine Environment Design Certificate, Epic Games, March 2019