

Jin Park

Environment Artist

Environment artist with 7+ years of experience designing immersive 3D worlds for open-world games and virtual reality applications. Expert in Unreal Engine, Blender, and modular environment design with a track record of optimizing 60+ scenes, reducing texture load times by 40%, and mentoring interns on real-time environment composition. Combines technical skill with a passion for atmospheric world-building and spatial storytelling.



KEY SKILLS

- 3D environment modeling and terrain sculpting (Blender, Maya)
- Unreal Engine environment composition and lighting
- Modular design systems and tileable asset creation
- Asset optimization and LOD (Level of Detail) management
- Level layout and spatial narrative design
- Lighting design for real-time environments
- Substance Painter for material and texture creation
- VR environment production and performance optimization
- Technical art pipeline collaboration



EDUCATION

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



PROFESSIONAL EXPERIENCE

Environment Artist

Epic Edge Studios, Irvine, CA | August 2018 – Present

- Designed and optimized 60+ environment scenes across 5 biomes for a cross-platform fantasy RPG, maintaining consistent visual quality across PC, console, and mobile builds
- Reduced texture load times by 40% using advanced LOD management and optimized mesh density, directly improving frame rate performance on mid-range hardware
- Mentored 4 interns on Unreal Engine environment composition, lighting workflows, and asset optimization, with 2 interns hired as full-time junior environment artists
- Developed modular environment kit of 200+ reusable assets shared across all 5 game biomes, reducing per-environment build time by 50%
- Collaborated with technical artists and game designers to test environments for performance, resolving 30+ performance bottlenecks before final release
- Contributed to art direction meetings for 2 DLC expansions, presenting environment concept proposals and leading execution of approved designs

3D Artist

Horizon Loop, Burbank, CA | July 2016 – July 2018

- Modeled and textured 100+ environment props for 2 VR training simulations, delivering assets optimized for 90fps performance on enterprise VR hardware
- Collaborated with technical artists to identify and resolve 20+ environment performance issues through profiling and asset optimization
- Designed lighting setups for 4 VR environments using HDR and baked lighting techniques, improving realism scores in user testing by 30%
- Contributed to asset documentation and naming convention standards adopted across the studio's 3D pipeline



CERTIFICATIONS

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