CRISJIN

ENVIRONMENT ARTIST

EDUCATION

ArtCenter College of Design - Pasadena, CA Bachelor of Arts, Illustration	2018- 2023
Brainstorm - Burbank, CA Worldbuilding II	2021
Freelance Concept Artist	2022-2023
- Worked with different studios and individuals to help create concepts for game environments.	
- Field of work covers concepts, 3D blockouts, and production drawings	
Painted World: Neo-Versailles - Environment Artist	2022-2023
ArtCenter College of Design, Pasadena CA	
- Worked in Collaberation with game designer and other artists to create a vertical slice for a game	
- Created and texture game-ready 3D assets using Blender, Photoshop, & Substance Painter	
- Worked within the Unity game engine to build out and polish environments	
Ao Shu Spellslinger - Environment Artist	2022
ArtCenter College of Design, Pasadena CA	
- Created concept and production art for environments, as well as provide level paintovers	
- Created game-ready 3D models and textures using Blender & Photoshop	
Teacher's Assistant	
ArtCenter College of Design, Pasadena CA	
- Worldbuilding	2023
- Concept Art for Video Games	2022
- Intro to Maya	2021

SKILLSETS

Languages: English (Native), Mandarin (Fluent)Software: Photoshop, Maya, Blender, Substance, UnityDesign & Presentation : Concepts, Illustrations, 3D, Matte Painting, Environment design