



SHAOTING JING

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WORK EXPERIENCE

Mircotech-Art-Intern, Beijing, China, 2018 Spring

- collabrate with product designers to develop visual solutions
- carry on research to assist marketing direction
- reportly directly to senior designers

Case Construction TLB 2050 Sponsored Project-Concept Artist, Chicago,US, 2019 Summer

- collabrate with transportation designers to expand ideas
- on site interview with users
- Hard surface modeling, texturing and animation in Maya
- 2 keyframes paintings(day&night) for advertising purposes
- making promotional video

SOFTWARE PROFICIENCY

Photoshop/ Blender/ Maya/
Keyshot/ Gravity Sketch/ Zbrush

EDUCATION

Art Center College of Design-Product Design 2017-2018

Art Center College of Design-Entertainment Design 2019-2022

AWARDS

2021 Lightbox Environment Design 1st place

LANGUAGE

English
Madarine Chinese

PROFESSIONAL SUMMARY

I am an all-round concept designer, with expertise in **environment design** and **hard-surface** concepts.

My focus is to help create immersive gaming experience for players with my skill. Beside making a cool-looking art; **ingame textures**, **layouts** and **player path** were also considered within the process.

Smooth team collaboration, and **fast workflow** would be my final goal as a part of the production chain.