Jessanne Oliva – CG Artist & 3D Generalist

LOS ANGELES, CA • JESSANNEOLIVA@GMAIL.COM • JESSANNEOLIVA.COM
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EXPERIENCE

Las Vegas Whaling Co, Remote — *Unreal Engine Artist, 3D Generalist*

Feb 2024 - April 2024 (freelance)

- Created environments in Unreal Engine, including landscape sculpting, vertex painting, architecture, foliage, props, FX, and lighting
- Customized Metahuman characters with rigged and skin weighted clothing, accessories, sculpts, and grooms.
- Captured character and cinematic animations, blended and triggered cinematics with gameplay.
- Designed and painted graphics and PBR textures in Adobe Photoshop and Substance Painter.

Activision Blizzard Entertainment & Otis College, Los Angeles — *Fashioning the Fantastic: Team Inarius*

Jan 2023 - May 2023

- Collaborated in a two-person team tasked with completing a Met Gala inspired digital fashion show based on the Diablo franchise.
- Created full environment, textures, and cinematics from concept design to post production with the goal of capturing AAA quality.
- Implemented art direction and feedback from Blizzard professionals and produced final product on a tight deadline.

Otis College of Art and Design, Los Angeles — *Classroom Assistant, Student Ambassador - Digital Media*

April 2022 - Present

- Assists in 3D modeling and sculpting, retopology, uv unwrapping, baking, texturing, rigging, skin weighting, and lighting.
- Creates stylized and photo-realistic 3D PBR textures.
- Optimizes assets for Game Engine and Realtime Rendering.
- Demonstrates storytelling and cinematography skills though storyboarding, animation, cinematic capture, and compositing.
- Educates and critiques anatomy, design, perspective, and composition, in traditional and digital media.
- Leads tours for prospective students, donors, and other affiliated professionals; communicates with all major leadership.

Sweet Amsterdam LLC, Los Angeles — *Co-Founder, Consultant*

July 2015 - September 2022

- Copy-wrote promotional, informative, and descriptive language for packaging designs, social media, and web presence.
- Collaborated in product and brand development, and graphic creation.
- Managed sales and brand representation at trade shows and promotional events.

Glamifornia Style Lounge, Malibu; Benefit Cosmetics, Los Angeles, Denver— *Makeup Artist, Esthetician*

January 2013 - November 2018, November 2018 - September 2022

- Consulted and communicated with clients regarding makeup applications and eyebrow shaping services.
- Demonstrated product knowledge and technical skills for clients and coworkers.
- Maintained repeat clientele, met monthly sales goals, and participated in product and service outreach and promotion.

SOFTWARE

Zbrush, Unreal Engine, Maya, Substance Painter, Substance Designer, SideFX Houdini, Photoshop, Illustrator, Yeti for Maya, Fusion 360, Marvelous Designer/Clo3D, Nuke, Premiere Pro, After Effects, Cinema 4D

SKILLS

3D Sculpting, Poly Modeling, Texturing - PBR & Hand Painted, Lighting, Cinematic Capture, Character Design, Hair/Fur Groom, Prop Design, Rigging, Environment Art, FX, Portraiture and Anatomy, Composition, Digital Painting, Traditional Media, 2D + 3D Animation, Storyboarding

EDUCATION

Otis College of Art and Design— *BFA in Digital Media - Game & Entertainment Design Emphasis, Creative Writing Minor*
Jan 2021 - May 2024, Los Angeles

HONORS

Otis Presidential, Ahmanson Foundation, and Coyne Foundation Scholarships, Dean's List '21-'24, Lightbox Expo '23 Otis Student Representative

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REFERENCES FOR JESSANNE OLIVA

Gary Geraths
Otis College of Art and Design
9045 Lincoln Blvd, Los Angeles, CA 90045
quikpencil@msn.com

Gary has been my instructor through numerous drawing, painting, and design courses I have completed at Otis College. I have also worked for Gary as Classroom Assistant, and shadowed him at Professional Development events like Lightbox Expo.

Raul Moreno
Otis College of Art and Design
9045 Lincoln Blvd, Los Angeles, CA 90045
rmoreno@otis.edu

Raul has been my instructor through multiple Unreal Engine, SideFX Houdini, and general 3D Art, Lighting, and Cinematography for Game and Entertainment courses at Otis College.