



JESSICA ALVES
3D ARTIST

CONTACT
jbqalves@gmail.com
425.246.3965

PORTFOLIO
jbqalves.com

REFERENCES
Available Upon Request

PROFILE

HELLO!

I am a Digital Artist with a focus in Environment art, both 2d and 3d with a fiery passion for video games and mechas.

My goal is to get the full experience; to work in different game teams with different chemistry, whether that's in an independent studio or a larger AAA company. This will make me a better artist on the long run and also help me decide on what kind of artist I want to be.

EXPERIENCE

BLUE WIZARD DIGITAL (3D ENVIRONMENT ARTIST) JAN 2016-FEB 2017

Modeled+Textured Planets and additional ship upgrade parts
Built basic rigs and animations for firing ships and idle movement
Imported Assets Into Unity through Perforce

Created Space Monster models and basic animation and rig for them

MOTIGA (3D ENVIRONMENT INTERN) SEPT 2015-DEC 2015

Re-UV and imported geometry into Unreal and reassigned materials
Created level assets through full 3d pipeline

GAMELOFT (CONCEPT ART INTERN) MAY 2015-JULY 2015

Concepted for new enemy types in new levels in Spiderman Unlimited
Advertisement Illustrations for Spiderman Unlimited
In-game loading screen images for Spiderman Unlimited

JENKA (STEAK TO THE HEART: 3D FILM PRODUCTION) JUNE 2014-APRIL 2015

Concepted environment assets for film and modeled entire 3d environment
Managed render farm and organized render pipeline
After Effects Post Process work and Render Pass management in Maya

MUFFIN EXPRESS(WAR OF THE CURRENTS, MASHBALL) SEPT 2013-APRIL 2015

Concepted environment assets for film and modeled entire 3d environment
Managed render farm and organized render pipeline
After Effects Post Process work and Render Pass management in Maya

RELEVATION INTERACTIVE (CONCEPT ARTIST) JULY 2014-AUG 2014

Concepted Environments for Unannounced Project

MUFFIN EXPRESS(WAR OF THE CURRENTS, MASHBALL) SEPT 2013-APRIL 2015

Concepted environment assets for film and modeled entire 3d environment
Managed render farm and organized render pipeline
After Effects Post Process work and Render Pass management in Maya

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY (2011-2015)

Bachelor's Degree In Digital Arts and Animation

SOFTWARE

3D SOFTWARE

Zbrush, Maya, Unity, Unreal Engine 3, Houdini

2D SOFTWARE

AfterEffects, Photoshop, Flash, Adobe Illustrator, Premiere, Photoshop, Paint tool SAI

HOBBIES

THINGS I LOVE

Music, League of Legends, Burning, Pixel Art