Jasmine Hope Coppin
http://jasmine-hope.com

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Education:

Ringling College of Art and Design,
Sarasota FL
BFA in Computer Animation – May 2010

ITT Technical Institute, Thornton, CO
AAS in Multimedia – March 2005
Highest Honor

Software Skills:

After Effects CS5, Audition 2.0, Bridge CS5, Crazybump, Deadline, Dreamweaver CS5, Illustrator CS5, InDesign CS2, Encore CS5, Frostbite, Photoshop CS5, Premiere CS5, Maya 2013, Mental Ray, Corel Painter X, Perforce, PuppetShop , Nuke 5.1, 3D Studio Max 2014, Zbrush 4R5

Expanded Skills:

Visual design, color theory, wireframing, and layer comps. High & low res poly, organic & hard surface modeling, sculpting, UV mapping, digital & traditional painted texture maps, texture and shader setups, as well as 3D & 2D character & asset animation. A solid understanding of lighting and render passes. Life drawing, anatomy, 2D & 3D shot composition, painting, story and asset development, compositing, and audio & video editing.

Experience:

Lighter & Render Wrangler, Prologue Film – Los Angeles   Aug 2014 – Sep 2014
- Lighting shots for Audi using V-Ray.

Animator, Counter Punch Studios – Los Angeles   Jun 2014 – Jul 2014
- Produce facial animation using facial analyzer data for video game NBA2K15

Freelance Character Modeler, Hot Buttered Elves – Los Angeles   June 2013
- Modeled high resolution Disney Minnie Mouse™ for 3D printing using Zbrush & Maya

Background Environment Artist, Electronic Arts – LA   Mar 2012 – Jan 2013
- Reviewed & corrected previously created enlighten meshes for buildings & props in Maya and Frostbite.
- Read and understood light maps and sky visibility to resolve enlighten problems.
- Converted high poly LODs into low poly meshes for enlighten for quick game play.
- Created new enlighten and LOD meshes for buildings and props and edited UVs to keep textures intact.
- Optimized 3D level art content for better performance while preserving visual fidelity.
- Coordinated with Environment & Lighting artists to resolve Frostbite enlighten issues quickly & efficiently

Medal of Honor: Warfigher (Oct, 2012)   Army of Two: The Devil's Cartel (March, 2013)

Environment Artist, Christian Hall – Los Angeles   Jan 2012 – Mar 2012
- Modeled, UV mapped, textured and lit photo realistic moon-scape environments and prop assets.
- Laid out camera cinematography and asset placement for 3D storyboards.

Render Wrangler, Jr. Max Artist, Pixomondo – Santa Monica   Apr 2011 – Nov 2011
- Monitored & load balanced the farm using Deadline & participated in management of farm hosts.
- Provided rendering support for all departments and divisions (Feature, Commercials and TV) and kept an open line of communication with each producers and project artists.
- Monitored and resolved malfunctioning farm hosts and kept farm running at maximum capacity.

Green Lantern (2011)   Terra Nova (2011)   Hugo Cabret (2011)   Red Tails (2012)