

JEFF YARBROUGH

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3D Artist
Props & Environments

SUMMARY

Experienced, motivated, detail-oriented 3D artist with a commitment to quality and performance. Strong in precise 3D modeling, intricate sculpting, and bringing ideas to life. Excels in texturing and optimizing assets to ensure visually stunning results.

EXPERIENCE

3D Artist

Alter-Learning Educational Platform, Inc
January 2022 - Present

- Created high-quality 3D models, assets, and textures based on project requirements and artistic direction.
- Ensured adherence to technical specifications and optimized assets for performance and visual fidelity
- Collaborated closely with artists, designers, and developers.
- Communicated effectively and contributed ideas and feedback to the creative process.

3D Art Lead

Alter-Learning Educational Platform, Inc
January 2023 - August 2023

- Provided artistic direction and leadership to deliver visually stunning assets for in-game environments, characters, and props.
- Collaborated with cross-functional, international teams, including design, production, and technical teams, to address challenges and ensure seamless integration of art assets while establishing project specific artistic vision and style.
- Mentored and guided artists, fostering growth and excellence in their craft.
- Streamlined art production pipelines, standards, and best practices while efficiently managing and prioritizing art tasks, optimizing resource allocation and meeting deadlines.
- Contributed to the creation and implementation of 3D assets, including modeling, texturing, and optimization.
- Conducted regular reviews and evaluations to maintain quality standards and meet project goals.

SKILLS

Maya, ZBrush, Substance Painter, Photoshop, Unity, Unreal Engine

EDUCATION

Academy of Art University

Master of Arts in Game Development
Career emphasis in Environment Modeling
2021 - 2023

Full Sail University

Bachelor of Science in Computer Animation
2018 - 2021