



JED CHO

224.392.1849 | JEDYHCHO@GMAIL.COM | JEDCHO.COM

OVERVIEW

A passionate artist whose love for art and video games has led to pursuing a career in 3D art for video games. I am a graduate from DigiPen Institute of Technology with a bachelors in Digital Art and Animation with experience in working with game designers and engineers to collaborate and solve problems to make video games.

As an artist I have experience in:

- Taking concepts and create assets and environments
 - Working with the art team to establish a cohesive look and feel
 - Collaborating with designers to solve both gameplay and visual problems
 - Quickly making iterations and changes to fit the vision of the game
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WORK EXPERIENCE

Highwire Games | *Six Days in Fallujah* | UNREAL ENGINE 4

Environment Artist | DECEMBER 2021 - PRESENT

- Created props and assets to populate the environment
- Built gameplay areas from block in to final set dressing
- Design spaces to fit the vision and intent of various levels
- Took existing structures and created damaged/ruined versions
- Integrated assets to utilize proprietary tools to expedite environment creation
- Optimized levels to improve performance
- Created/tweaked collision to improve player navigation through levels
- Bug fixes on both gameplay and visual errors in the environment

Wargaming Seattle | *Unannounced Project* | PROPRIETARY ENGINE

Environment Artist | JUNE 2017 - MAY 2018

- Created props and environment assets
 - Work in engine to layout points-of-interest in gameplay environment
 - Polish older assets to fit with current assets and integrate them into our art pipeline
 - Process/polish assets from outsourcing
 - Set up different material types for different gameplay interactions
 - Fixed errors such as creating collisions, hooking up materials and shaders
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SKILLS

EXPERIENCE IN:

- Modeling/Sculpting
- Texturing
- Working in engine
- Concepting

KNOWLEDGE IN:

- Lighting and Rendering
- Animating
- Rigging

SOFTWARE PROFICIENCY:

- Maya
 - Substance Painter
 - Photoshop
 - Quixel
 - Zbrush
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EDUCATION

DigiPen Institute of Technology | 2013-2017

Bachelor of Fine Arts in Digital Arts and Animation

Purdue University Calumet | 2008-2012

Computer Graphics Technology