

Jade Abigail Cabatbat

3D Modeler

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Objective:

Seeking an entry-level position as a 3D character modeler in the game industry and to be part of a passionate community.

Technical Qualifications:

Proficient:

Pixologic Zbrush
Adobe Photoshop
Autodesk Maya

Knowledgeable:

3D Coat
Substance Painter
Unreal Engine 4

Skills:

- Detail oriented, focused, active listener and patient.
- Talent for traditional and digital art.
- Mediator in groups or teams.
- Proficient communication skills.
- Fluent in both English and Tagalog.

Experience:

“Coral Cafe” (Senior College Project)

December 2017 - April 2018

- Designed and created a fantasy cafe exterior game level in Unreal Engine 4.
- Built and textured environment using Maya, Zbrush, and Substance Painter.
- Improved my organization and time management skills when handling different assets.
- Applied criticism from peers and professionals to improve the final design.

“Rebellion” (Midterm College Project)

January 2017

- Worked closely with two other teammates to create a post-apocalyptic game level in Unreal Engine 4.
- Capable of collaborating with teammates to give and provide feedback.
- Managed team schedule and asset list.
- Programed lighting and model textures in game engine.

Musician: St. James Apostolic Church, Fremont, CA

Winter 2012 - 2015

- Participated in 215 hours of community service playing piano and violin for the church choir.
- Helped prepare and pack items for the altar.
- Improved my communication skills by collaborating with choir members from different age groups.

Education:

SAE Expression College, Emeryville, CA

July 2015 - April 2018

Bachelor of Applied Science (B.A.S), Game Art and Design - 3.95 GPA

- Dean's List (3.60 GPA or Higher)

James Logan High School

August 2011 - June 2015

Graduated Magna Cum Laude

Reference Available Upon Request