



# JOYCE (JIAO) JIAO

Environment/Lighting Artist x Unreal Generalist

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## BIOGRAPHY

Los Angeles-based international environment artist who graduated from Gnomon - School of Visual Effects, Games & Animation. I'm an Unreal Engine Generalist focusing on Game art, and real-time environments. I'm highly passionate about and technically minded in creating not only limited to realistic, and stylized art with alluring atmospheric environments for both games and movies. My range of skills are but are not limited to lighting, compositing, modeling, texturing, worldbuilding, and look development in both 3D and 2D. I'm currently on OPT and eligibel for O-1 Visa application.

## SUMMARY OF SKILLS

PBR Texturing & Modeling & Digital Assets Creation  
Environment/Level Lighting in Vray & Unreal Engine  
Shader Creation in Unreal Engine  
Unreal Engine Bluepint  
Cinematic Movie Render in Unreal Engine

## SKILLS & SOFTWARES

Unreal Engine 4 & 5/Autodesk Maya/ZBrush/Substance Painter/Substance Designer/  
SpeedTree/V-Ray/Redshift/Nuke/Marmoset Toolbag 3 & 4/Marvelous Designer/Houdini/  
Gaea/Adobe Suite/Toonboom Harmony

## EXPERIENCE

GRAPHIC DESIGN INTERN	DEFY MFG. CoI 2020 Chicago
STUDIO MONITOR	SAIC Columbus Digital Fabrication 2018 Chicago
OFFICE ASSISTANT	SAIC International Affairs 2017-Summer Chicago

## ACCOMPLISHMENTS

THE DUKE OF EDINBURG'S INTERNTIONAL AWARD	Bronze 2014 Global
SAIC FILM, VIDEO, NEW MEDIA, ANIMATIONSHOW 2019	The Setting Sun Part One 2019 Chicago
OPPO 'RENO-VATORS' EMERGING ARTISTS PROJECT	Global Top 100 Artists 2019 Global
THE ROOKIES AWARD 2022-DRAFT SELECTED	Se Son Rose Fiorianno 2022 Global
ADOBE SUBSTANCE 3D ROBOT CHALLENGE-DRAFT SELECTED	Rabot Astronaut BM 00 2022 Global
MUSE CREATIVE AWARD 2023 STUDENT SUBMISSION-SILVER	Se Son Rose Fiorianno 2023 Global
THE ROOKIES INSTAGRAM FEATURED PROJECTS	Bronson's Whiskey Distillery 2022 Global Flooded Library, Midsummer Day 2022 Global
GNOMON STUDENT REEL 2023	Cartographer 2022 Los Angeles

## EDUCATIONS

CERTIFICATED DIPLOMA IN DIGITAL PRODUCTION (GAME ART)	Gnomon-School of Visual Effects 2020-2022 Los Angeles
BFA EMPHESIS IN FILM&NEW MEDIA	School of the Art Institute of Chicago 2015-2019 Chicago
VISUAL ART&ART HISTORY	York Univeristy 2014-2015 Toronto

## ADDITIONAL SKILLS

- Highly skilled in cinematic storyboarding and animatics design for wide ranged types of media
- Proficient in screenwriting and creative writing
- Self-taught concpet artist. Sepcialized in stylized character concept painting, and skill in creating environment and keyframe concpet with 3D assistant for Visual Development and games
- Professionally trained Cell Animator, Painter (Digital and traditional), Illustrator, comic artist, and Graphic Desginer
- Fundemental architectual drafting skills, and basic woodcraft skills