JORDAN YOUNGLOVE

3D Artist

jordan@jordanyounglove.com

www.jordanyounglove.com

MAYA

ZBrush

Photoshop

Illustrator

Substance Painter

TopoGun

Unreal Engine

Marvelous Designer

EDUCATION

Sep. 2017-Nov. 2020

M.F.A. in Animation
Savannah College of Art and Design (Savannah, GA)

Dec. 2012

B.F.A. in Studio Art
Concentration in Graphic Design & Illustration
University of South Carolina (Columbia, SC)

WORK EXPERIENCE

June 2019 - Sep. 2019

Digital Sculptor Internship
Hasbro, Inc. (Pawtucket, RI)

I worked in the Hasbro digital sculpting department to sculpt assets in Zbrush for the purposes of 3D printing prototypes for toys and figures of brands such as **Star Wars**, **Marvel**, and **Power Rangers**.

Responsibilities:
  • Provide high quality sculpted assets that matched provided concepts.
  • Make changes and adjustments according to the licensor.
  • Ensure figures had proper articulation.
  • Ensure parts could be molded within the specified mold direction with no undercuts.
  • Ensure figures and parts were scaled appropriately with adequate wall thickness and optimized for 3D printing.

Feb. 2016 - Present

Graphic Artist/Illustrator
Koss Creative Brands (Columbia, SC)

Design and illustrate digital art to be screen printed for an assortment of apparel brands such as:

frippoutdoors.com   itsa-girl-thing.com
straightupsouthern.com   shoplilygrace.com
palmettoshirtco.com

Jan. 2013 - Feb. 2016

Head Graphic Artist
Graph-itti, Inc. - Custom Screen Printing, Embroidery and Promotional Items (Columbia, SC)

2006 - 2010

Lead Caricature Artist
Kaman's Art Shoppes, Inc. (Carowinds Amusement Park)

SKILLS & PROFICIENCIES

3D Modeling
Digital Sculpting
Digital Illustration
Character Design
Texturing
Prop Design
Environment Design
Photogrammetry
Xgen Fur and Hair
Clean Topology & UV Creation
Lighting and Rendering (Arnold, Renderman, Marmoset)

Programming (MEL & Python)
Character Rigging
Animation (3D focus)
Traditional Sculpting
Traditional Illustration
Windows, Linux, & Mac