

# YASMIN ALANSARI

3D ARTIST + TECHNICAL ARTIST

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## EDUCATION

2018-2022, 4.0 Summa Cum Laude  
Savannah College of Art and Design  
Interactive Game Design and Game  
Development

## SKILLS

- Lightweight game-ready 3D asset creation and implementation:
  - Concept art
  - Sculpting
  - Modeling
  - UVing
  - Texturing
  - Materials
  - Rigging
  - Animation
  - AnimBPs
  - Particles
- Unreal Blueprints
- Game Optimization
- 2D Animation
- Graphic Design
- Traditional Sculpting

## SOFTWARE

- UE4
- Maya
- ZBrush
- Adobe Creative Suite - (Animate, Illustrator, Photoshop, After Effects, Substance Painter)
- Marmoset
- Perforce

## EXPERIENCE

Stroke of Magic: [Shipped Quest 2 Game](#) - **Tech Lead, Level Designer, Environment Artist, Narrative Designer, Publisher**

SCAD | Shipped on Sidequest | 2022 | Entelechy - Best 3D Game

Worked with all aspects of the team to create an escape-room puzzle game for standalone VR. Pioneered and onboarded artists to an optimized VR workflow, including gradient texture sheets and special lightmap unfolding techniques. Created controller based player locomotion that still accommodates playspace movement, preventing the player from bypassing obstacles while allowing them to look over objects. Lit and set-dressed environments. Modeled, textured, and UVed assets - creating custom collisions and LODs for them in-engine. Wrote game dialogue. Handled publishing and game builds.

[Link to the Stroke of Magic sidequest page](#)

Nalu: [VR for Good Grant Project](#) - **Producer, Technical artist, 3d Artist, Rigger, Level Designer**

Hospice Savannah Inc. | Savannah, Georgia | 2020

Managed a team of 6 using AGILE to create a VR grant project for local hospice patients. Scaffolded and worked on the technical approach to VR, with efficient fish material animation, texture atlases, lightweight dolphin rigs, and atmospheric ocean effects. Implemented the timing of all the events, creatures, and sky using splines, and lit the environment at all stages of day. Created logo, marketing material, and project documentation for Hospice representatives.

[Link to the NALU rookies page](#)

Cosmic Cave: [Global Game Jam 2021](#) - **2D Artist, Animator, Environment Artist, Graphic Designer**

SCAD | 2021

Created all bat animations and implemented them in-engine. Created various unreal materials, the logo, and set-dressed the levels.

True Tail: [Internship](#) - **Animator, 3D Artist**

Skynamic Studios | Virtual | 2019

Worked on adobe animate animation tests, and 3D character turnarounds.

Cardboard Hero: [Indie Game](#) - **Environment Artist, Optimization**

Golden Gods | Virtual | 2022-Current | Steam, early september release

Asset creation, developed, lit, and set-dressed environments, created assets, implemented game optimizations.