

JUSTIN ABLANG

An experienced and passionate artist seeking new challenges as a Senior Artist in the gaming industry. Highly proficient in 3D Modeling and animation, with experience in managing game productions, taking lead in Art Direction, and creating high quality art assets. Offers a strong attention to detail, excellent communication skills, delivering work in a timely manner, and a strong ability to go above and beyond.

EXPERIENCE

LIGHT & WONDER | Chicago, IL

Senior Game Artist, Game Development

Mar. 2024 - Present / Full-time

- Tasked to lead and manage progress of assigned team members, handle cross communication with other studios and assign new daily tasks for artists and engineers on assigned games.
- Create high-quality digital art assets ranging from digital backgrounds, video game characters, symbols, 3D models and unique particle systems.
- Collaborate closely with Lead Game Designers and Engineering team for conceiving new ideas on overall game design, symbols, animations, environmental backgrounds, and visual effects.
- Create team goals, meetings and plan out work schedules to reach deadlines for art delivery and milestone presentations.
- Present tutorials to help teach team members how to use new software and keep up to date with video game industry work pipelines and standards.

Game Artist, Game Development

Feb. 2021 - Mar. 2024 / Full-time

- Create high-quality digital art assets ranging from digital backgrounds, video game characters, symbols, 3D models and unique particle systems.
- Collaborate closely with Lead Game Designers and Engineering team for conceiving new ideas on overall game design, symbols, animations, environmental backgrounds, and visual effects.
- Create team goals, meetings and plan out work schedules to reach deadlines for art delivery and milestone presentations.

Associate Artist, Game Development

Aug. 2018 - Feb. 2021 / Full-time

- Collaborate with Game Development Teams and Lead Artists to create a wide range of 2D and 3D assets, digital paintings, and animations. While maintaining excellent art quality regarding character design, color theory, lighting, and composition.
- Tasked to create new concepts for upcoming projects all the way to final polish in a timely manner.
- Document all art assets while maintaining excellent file structure and organization to better service global development.

Intern Artist, Creative Services

Apr. 2018 - Aug. 2018 / Full-time

- Documented art assets while maintaining excellent file structure and organization to better service global development.
- Tasked to reach out to other artists for missing archived game assets and footage to ensure all files are linked properly in work files.
- Participated in game asset creation and concept for current and future games under supervision.
- Organized fonts and text structure for Help Pages and other gaming documentation.

PARSONS CORPORATION | Chicago, IL

3D Modeler / Animator

Aug. 2014 - Sep. 2015 / Contract

- Collaborated on general projects with Architects and Designers to visualize and plan architectural, propositional, and 3D designs based on map zoning, blueprints, and accessibility.
- Responsible for replicating CAD files in 3D Studio Max for high quality stills, visual comparisons, animations, and presentations with photo-realistic renders.
- Monitored and ensured quality of 3D prints from beginning to completion for accurate visual representation for clients.

CONTACT

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www.3djustinablange.com

EDUCATION

The American Academy of Art
Chicago, IL

BFA in 3D Modeling & Animation
Aug. 2010 - May 2014

Graduated with Honors, 3.5 GPA

SKILLS

SOFTWARE

3D Studio Max	Photoshop
Maya	Illustrator
ZBrush	After Effects
Substance Painter	Premiere Pro
Unity	

DESIGN

3D/2D Animation	Concept Art
Motion Graphics	Storyboarding
User Experience	Character Design
Visual Design	Life Drawing
Digital Illustration	

GAMES RELEASED

James Bond Live or Let Die

Spartacus

Mysteries of RA

Lil' Red

The Hobbit

Wonka - Dreamers of Dreams

Monopoly Cheaters Edition

Pirate Magic Lamp

Explorer Magic Lamp

Dancing Drums Ultimate Explosion

AWARDS

Light & Wonder

- Dancing Drums Prosperity
Elite Game 2021, Best Performance
- Wonka - Dreamers of Dreams
Elite Game 2022, Best Performance

Skills USA Championship

- Student of the Year, 2010
- 1st Place in Graphic Design
State Championship, 2010
- 1st Place in Graphic Design
Regional Championship, 2009