

dinah grant

2D/3D Artist

contact

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dovahgrant.wixsite.com/portfolio

software proficiencies

- ◊ Zbrush
- ◊ Maya
- ◊ Unreal Engine
- ◊ Keyshot
- ◊ Substance 3D Painter
- ◊ Photoshop
- ◊ Illustrator
- ◊ After Effects
- ◊ InDesign
- ◊ Jira

technical skills

- ◊ 3D Modeling
- ◊ 3D Sculpting
- ◊ 2D Digital Illustration
- ◊ Graphic Design
- ◊ PBR Texturing
- ◊ UV Layout and Mapping
- ◊ Retopology
- ◊ Real-time Rendering
- ◊ AGILE | SCRUM
- ◊ Digital Marketing

awards & recognitions

- ◊ Graduated Magna Cum Laude from SCAD, 2021
- ◊ SCAD Residence Life and Housing "Innovation" Award
- ◊ SCAD Academic and Achievement Honors Award
- ◊ South Regional Broward College Library Student Art Exhibition, 2017

languages

- ◊ English - Native Language
- ◊ Japanese - Advanced speaking, reading, and writing

work experience

Digital Marketing Artist - UPS (Contract)

March 2023 - January 2024

- ◊ Designed 20-30 visually captivating banners for daily affiliate marketing campaigns, contributing to a substantial increase in click-through and conversion rates.
- ◊ Conducted thorough analysis of target audience behavior, industry trends, and competitor campaigns, leveraging insights to inform creative decisions and optimize overall campaign effectiveness.
- ◊ Conceptualized and crafted engaging assets for over a hundred brands, ensuring alignment with style guidelines. Collaborated closely with copywriters to seamlessly integrate visuals and messaging for cohesive brand representation.

Digital 3D Model Artist - Hasbro (Contract)

September 2022 - November 2022

- ◊ Produced and delivered high-quality 3D renders of action toys, meeting marketing and internal production requirements for renowned licensed brands such as Marvel and G.I. Joe.
- ◊ Leveraged advanced expertise in materials, lighting, rendering, and color correction techniques to elevate visual appeal and achieve a photorealistic quality in the 3D renders.
- ◊ Collaborated closely with cross-functional teams, including designers, licensors, and sculptors, ensuring accuracy and authenticity in representing licensed properties.

Digital Fabrication Lab Technician - Savannah College of Art and Design

October 2021 - March 2022

- ◊ Maintained and operated a range of digital fabrication equipment, including 3D printers, laser cutters, 3D scanners, large-scale printers, and vinyl cutters.
- ◊ Provided expert guidance to a diverse clientele, assisting hundreds of clients weekly with optimal file setup and submission requirements, ensuring the successful execution of orders.
- ◊ Developed comprehensive training materials, safety documentation, and templates to educate staff on proper equipment operation, safety protocols, and best practices and streamlined workflows across four different labs.

projects

Background Artist - Fate Finder (SuNoFes Game Jam)

June 2022 - Present

- ◊ Researched and designed environments based on real-world Nara, Japan to create 2D/3D hybrid backgrounds and assets for a visual novel.

Environment and Prop Artist - Nadia (Pulsfire Games - SCAD)

January 2021 - June 2021

- ◊ Collaborated with the art team to translate real-life photographs and stylized concept references into optimized low/high poly 3D assets and PBR textures consistent with the art direction of the game.
- ◊ Successfully collaborated with a remote game team using Perforce P4V and Agile project management, ensuring efficient version control, seamless integration, and timely delivery of high-quality features.

education

Savannah College of Art and Design, Savannah, GA

September 2017 - May 2021

- ◊ B.F.A. Interactive Design and Game Development