

# dinah grant

## 2D/3D Artist

### contact

(770) 402-3391

[medinah.grant@gmail.com](mailto:medinah.grant@gmail.com)

[linkedin.com/in/dinah-grant](https://www.linkedin.com/in/dinah-grant)

[dinahgrant.wixsite.com/portfolio](https://dinahgrant.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