

# Jasmine Steer

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## Profile

A hard working, creative artist with over 3 years experience working with various teams on multiple projects within the video games industry, who is able to adapt to styles and deadlines, while continuing to produce original detailed visuals.

Motivated to continue learning and growing, whilst also excited to deliver expertise and positivity to a new opportunity.



## Software

- Adobe Photoshop
- Adobe Illustrator
- Procreate
- Affinity Photo, Designer, Publisher
- Perforce
- Esoteric Spine
- Unity
- Atlassian Sourcetree
- Atlassian Jira
- Atlassian Confluence
- Microsoft Office Suite
- Blender
- Clip Studio Paint
- Zbrush
- Unreal Engine

## Experience

### SAFETY AWARE

**Character Concept Artist and Illustrator - Freelance, December 2024 – January 2025**

#### Projects:

- Safety Aware, unreleased educational software

#### Responsibilities:

- Crafted concepts for one character, updating the existing design to new style for the title
- Illustrated a key character piece to be used in marketing and promotional material

### MIGHTY KINGDOM

**2D Artist and 2D Rigger - Contract, August 2024 – November 2024**

#### Projects:

- *Dreamworks' Gabby's Dollhouse*

#### Responsibilities:

- Created vibrant final vector art assets, matching the existing IP's art style.
- Managed the process of adding new assets into engine through Sourcetree and Github.
- Maintained and updated documentation for Art and 2D Rigging.
- Implemented a new rig system into the game for a key character, along with many new accessories for the incoming updates.

### TANTALUS SOUTH

**Concept Artist - Freelance, July 2024 – August 2024**

#### Projects:

- *North Star - A VR Graphics Showcase*

#### Responsibilities:

- Created and dictated the style of the game and its environments through concepts and sketches.
- Iterated and built upon existing scenes to add stronger visuals and enhance visual storytelling.
- Curated comprehensive reference boards and notes for the assigned briefs, which were then shared with the leads and wider team.

### MIGHTY KINGDOM

**2D Artist and 2D Rigger - Full-time, April 2022 – May 2024**

#### Projects:

- Confidential Fitbit ACE LTE title
- *Power Rangers: Mighty Force*
- *Star Trek Lower Decks: The Badqey Directive*
- Confidential Elemental Action RPG title
- *Hyper Rush*, Unreleased ball racing title

#### Responsibilities:

- Produced one of kind concepts for characters, props, vehicles, environments and VFX for multiple titles.
- Developed polished final art and vector assets that were ready for implementation into build.
- Constructed character rigs and built skins in preparation for the Animation team.
- Composed and maintained integral art and rigging documentation and guides for multiple projects and teams.
- Lead the initiative and established a process for employees to be able to showcase project work on professional portfolios with client and studio approval, along with accompanying documentation.

## Volunteer work

### FLINDERS UNIVERSITY - 2024

Flinders University StAMP  
Mentoring

### FLINDERS UNIVERSITY AND CDW STUDIOS - 2020

Character Designer and  
Motion Capture Assistant -  
'John and Mary' Short Film  
Project

## Awards and achievements

### POCKET GAMER MOBILE GAME AWARDS - BEST STORYTELLING (Star Trek Lower Decks: The Badguy Directive)

Awarded 2023

### LAUREL PALLIATIVE CARE FOUNDATION

SALA Exhibition 'Secret Art of  
Life' - Exhibitor, 2016

## Soft Skills

- Creative
- Kind
- Enthusiastic
- Strong Attention to Detail
- Adaptable
- Avid Researcher
- Reliable
- Good collaborator
- Able to Lead
- Patient
- Supportive
- Storyteller

## References

### Karl Lodge

Art Director - *Mighty Kingdom*

Phone: +81 07014303940

Email: Karl.lodge@protonmail.com

### Sarah Elliot

Art Lead and 2D and 3D Rigger

Phone: 0415 774 863

Email: sassafra.mjs@gmail.com

### Shane Bevin

Lecturer - Flinders University

Phone: +61 402 288 349

Email: shane.bevin@flinders.edu.au

## Experience

### Graduate 2D Artist - Full-time, April 2021 – April 2022

#### Projects:

- *Conan Chop Chop*
- *Solitaire Story: Ava's Manor*

#### Responsibilities:

- Created high quality concepts and final art assets from varying briefs and styles.
- Integrated into the project pipeline and team, collaborating on assets and providing feedback and notes.
- Wrote documentation and art guides for projects. **LIVE ELEMENT**

### Various digital rendering production roles - Casual, 2015 - 2021

Created digital concepts and renderings of flame effects for client review and approval before fabrication. Projects included:

- 2021 - Tasting Australia sculptural and flame installation concepts
- 2019 - Lima Pan-American Games torch renders
- 2019 - Lima Pan-American Games overnight cauldron overlays
- 2015 - Penrith Panthers flame effect installation concepts

## Education

### Udemy Courses

#### 2021 - 2022

Participated in additional study as part of a company Learning and Development initiative.

- *Get Git Smart Course: Learn Git in Unity, SourceTree, Github*, 2022
- *Perforce (Helix Core): A Full Step By Step Guide - Hands On!*, 2022
- *Digitally Painting Light and Colour*, 2021

### Disney Storytelling Masterclass

#### 2021

Enrolled in a visual storytelling masterclass that spoke to the importance of cultural reference and representation.

### CDW Studios

#### 2021, 2023

Participated in masterclasses offered by CDW Studios.

- Jama Jurabeav - Cinematic Concept Design, 2023
- Peter Han - Dynamic Sketching, 2021

### Flinders University/CDW Studios

#### 2018 – 2020

Bachelor of Creative Arts (Visual Effects and Entertainment Design)

Extra studies completed with course:

- Vehicle and Mechanical Design 2B Workshop, 2020
- Masterclasses offered by CDW Studios:
  - Aaron Limonick - Environment Concepts, 2019
  - Angela Sung - Perspective, 2019
  - Jerad Marantz - Creature Concept Design, 2019
  - Bryan Wynia - Creature Design, 2019
  - Jonathon Kuo - Animal Anatomy, 2018

### Academy of Interactive Entertainment

#### 2017

Certificate III in Screen and Media