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# Ashton Jensen

## Level Designer | Environmental Artist

TORONTO, ON

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Portfolio link: [ashton3ddesigns.com](http://ashton3ddesigns.com)

### SKILLS

- Expert use of Unreal Engine, Unity and Cryengine.
- Basic programming, and visual scripting.
- English language for writing Level Design Documents.
- Intermediate Photoshop making structure level design layouts.
- Basic Substance Suite.
- Intermediate Modo, Maya and Blender.
- Entry level World Machine generator tool.
- Understanding of detail and realistic visuals.

### EXPERIENCE

#### Freelancer Hobbyist

Mar 2014 - PRESENT

- Create content for commissioners needs, and make sure to get it done on time.
- Create content for marketplaces online.

#### Worldgame Entertainment Ltd - **GAIN** - *Level Artist*

Release date Mar 2016

- Build levels (Walls and level scenes) to make challenging experience for player.
- Material and texture setup on walls and few other props.
- Built on Unreal Engine 4

#### Animindz - *Online tutorial instructor*

July 2017 - PRESENT

- Record sessions of using open source free game development softwares teach for better understanding of young game developers. Then post course online.
- Demonstrating Blender to create environmental models, and GIMP for making traditional UV mapping creation for younger students from building your first cube, to full 3D model render to Unreal Engine 4.

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## EDUCATION

### **George Brown College, TORONTO, ON** - *Game Development*

Sept 2016 - Expected date 2019

George brown college taking three year course on game development taking 3D modeling, and other unique courses to help improve and having a better understanding into the gaming industry.

## Volunteering

### **Global game jam, TORONTO, ON**

Prepare for jammers to come into George Brown Campus so can set up and start game development. Set up computers, sleeping room, set up volunteer lounge, and point the way where teams are set up. During shifts we check up with other jammers, make sure they are co-op with rules, and things go smooth.

### **Digifest, TORONTO, ON**

Prepare for event for people that are looking for media jobs in the industry to be presented with high qualities, and standards to be better accepted into the job industry. My job was to set up the rooms, help photographer for portrait shots, and end of the day clean, and pack up everything.