



JOCELYN BEDELL


CONCEPT ARTIST

CONTACT

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SKILLS

➤ PROFESSIONAL

- Iterative Thumbnails
- Greybox Paint Overs
- Storyboard creation
- Characters Props and Environments
- Modeling and Sculpting
-

EDUCATION

B.S. | GAME ART AND ANIMATION
Champlain College | Burlington, VT
2015 – 2019 | GPA: 3.768

PROFESSIONAL SUMMARY

START WITH YOUR PROFESSIONAL TITLE

Starting a resume / cv summary with your professional title informs a recruiter that your resume is relevant. A resume / cv summary is a brief introduction that highlights your career advancement, achievements, and skills. It should be a summary of 3-4 lines that gives an overview of your career. Remember that a summary needs to be concise, brief, you don't wa.

PROFESSIONAL EXPERIENCE

CONTRACT ART ASSOCIATE

Harmonix Music Inc. | Boston | May 2018 – Aug 2018

Collaborated on assets for Rock Band 4 Rock Shop and multiple Rivals Season Rewards

- Concepted assets and utilized feedback to quickly iterate.
- Independently worked on assigned projects from concept to in engine implementation.
- Accomplishments – Created 2D and 3D assets for game and character customization.

CONCEPT ARTISTS

Champlain College Senior Capstone | Burlington | 2018 – 2019

- - Stray: The Wayward Path: An action adventure game about a boy with a mechanical arm who's caregiver goes missing. He must find her, and along the way discover the source of an evil corruption. Created Concept art to convey design language
- Took a leading role and assured team communication and cohesive art direction.
- Accomplishments – responsible for character models, serpent model, story boarding, and art direction

SOFTWARE

- Photoshop
- Zbrush
- Maya
- 3DS Max
- Substance Painter
- Substance Designer
- UE4