



Jinx Dashti

3D Artist

I am a 3D game artist, specialising in prop and character creation. I work with ambition and initiative in every project, always keen to attain a high standard. I enjoy working independently and collaboratively, growing together as artists.

Key Skills

Character & Prop Art • Environment Art • Texturing • Concept Art • Character Design

Software

Maya • Zbrush • Photoshop • Unreal Engine • Substance Painter • Premiere • Marmoset • Clip Studio

Experience

3D Artist at Antler Studios (June 2020-present)

Freelance 3D Artist and Illustrator (April 2019-March 2020)

Runner at Framestore (November 2018-March 2019)

Forever Yours – 3D short film

Responsible roles: Character Artist • Concept Artist • Environment and Prop Artist • Geometry clean-up • Rendering • Project Planner

Achievements

Selected for showcasing at the University of Hertfordshire's Animation Exposé with *Forever Yours*

Creative writing: Rupert Brooke 2nd place Senior award • 1st place Junior award • Published in Young Writers' poetry selection

Education

University of Hertfordshire (2015-2018)

BA (Hons) 3D Computer Animation and Modelling: First Class Honours

Rugby High School (2008-2015)

A Levels: Art: A* • Philosophy: A • Latin: A • Extend Project Qualification: A*

GCSEs: 8 A* • 2 A

Fluent Languages

English

Persian

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