

Jasmine Shah

Digital Artist | 3D Generalist | Immersive Experience Enthusiast

(317) 607-3794

jshahstudio@gmail.com

www.jshahstudio.com

EXPERIENCE

Virginia Tech, Blacksburg, VA — Graduate Assistant

August 2019 - Present

Researched with professors to develop innovative AR/VR projects within Unity specific to education, interactivity, and storytelling that was selected for presentation at the IMX Snapchat Creative Challenge 2020 in Barcelona, Spain

Taught private lessons on Unity and Maya to both students and professors from the very beginning due to experience teaching both software packages during undergrad

Compiled, retoped, and textured over 100 insect photos into several interactive 3D models via Sketchfab for use in a 3D photogrammetry project creating an online public library of 3D Appalachian insect pollinator models

CodeRevKids, Remote — Game Design Instructor

June 2020 - Present

Lead multiple online coding classes teaching Lua scripting, modeling, and level game design in the Roblox interface of three to fifteen students ages six to fourteen years old

Created new lessons and scripts for the company to add to the curriculum for repeat advanced students that had been re-requesting my class

MadLab, Bloomington, IN — Lab Technician

October 2018 - May 2019

Built dozens of personal projects using different 3D Printing/CAD software and equipment like CNC machines, MakerBots, laser engravers, and vinyl cutters

Worked with customers to create hundreds of projects to advance student and faculty research and exhibitions

EDUCATION

Virginia Tech, Blacksburg, VA — MFA Creative Technologies

August 2019 - Present (Expected graduation date May 2021)

Indiana University, Bloomington, IN — BFA Digital Art | BA Art History

August 2014 - December 2018

LANGUAGES/SKILLS

Unity/C#

Roblox/Lua

HTML/CSS

Maya/Blender

Zbrush

VR/AR Experiences

Adobe Creative Suite

3D Printing/Rhino

Laser Engraving

Vinyl Cutting

Visual/Level Design

Microsoft Office Suite

PROJECTS/GRANTS/AWARDS

The Joys of Gardening Project, 2020

An independently made virtual garden maze experience allowing viewers to enjoy the relaxing elements of gardening and interact with the stages of growing a tomato plant

Sounds of Nature Project, 2020

An independently made virtual hiking experience allowing viewers to create a personalized nature soundtrack

Creative Challenge Grant, 2020

Worked with a team that developed an AR experience in the efforts to advance interactive storytelling

ICAT Student SEAD Grant, 2019

Helped lead a team to create 3D models of various mythological creatures

Digital Art Area Award, 2018

Awarded to the student that excels in the department due to hard work and education

Exploration: A Virtual Experience

Project, 2018 An independently made educational VR experience that explores information about coral reefs, forests, and beaches