

Jasmine Shah

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Digital Artist | 3D Generalist | Immersive Experience Enthusiast

EDUCATION

Virginia Tech, Blacksburg, VA — MFA Creative Technologies

August 2019 - May 2021

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

August 2014 - December 2018

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

AMC Siggraph, Vancouver, BC — Student Volunteer

August 2018

Worked with a team of student volunteers to facilitate a unique virtual reality theater experience involving several animated shorts

Assisted in the handling of several types of virtual and augmented reality headsets and systems for viewers experiencing the conference

IU Bicentennial Astronomy Department , Bloomington, IN—*Digital Artist*

March 2018 - May 2018

Formatted, compiled, and colorized over 50 large scale astronomical data files to usable image files that were layered based on wavelength data and resulted in single nebula formations using Photoshop

Studio Gallery, Washington D.C.—*Graphic Designer and Gallery Associate*

March 2018 - May 2018

Built and designed the website, logos, style guides, and visual assets for the company's brand

Updated and promoted social media/marketing leading to a 60%+ increase in following and engagement

SunnySideVR , Washington D.C.—*Summer Intern*

July 2017

Assisted in filming and editing documentary and educational 360 videos using Premiere Pro

GRANTS/AWARDS

Roots and Resettlement Award , 2020

Awarded to an art piece that explores diversity, immigration, and culture within society

IMX Snap 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

Digital Art Soaad Student Advisor, 2018 Nominated by area heads to serve on the Student Advisory Board for the school

PROJECTS

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

Exploration: A Virtual Experience Project, 2018 An independently made educational VR experience that explores information about coral reefs, forests, and beaches

Under the Sea, 2018 An underwater VR experience that allows viewers to explore a museum with information about organisms that live in coral reef habitats

Reflections, 2018 A digital video that explores the calmness of swimming underwater

Here|Now, 2018 A digital video projected onto water with distorted scenes of nature

Luminance, 2017 A post apocalyptic VR experience in which bioluminescent organisms have taken over and humans are no more

Leave No Trace, 2017 A digital video capturing the stunning details of an Indiana forest

Dead Land, 2017 A post apocalyptic VR experience in which art, culture, and life ceases to exist and are just lost pieces of history

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

OTHER INTERESTS

Hiking, playing board games, being around water, creating art