

JUSTIN ABLANG

SENIOR 3D GAME ARTIST

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CONTACT

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EXPERTISE

Character Modeling
Prop Modeling
Environment Art
Hard Surface Modeling
PBR Texturing
Material Creation
Animation
UV Layout
Unity Pipeline & Optimization
Level Design

SOFTWARE & PRODUCTION TOOLS

Maya
3ds Max
Blender
Zbrush
Substance Painter
Photoshop
After Effects
Unity
Perforce
Jira

SELECTED RELEASED TITLES

Dancing Drums: Ultimate Explosion
King Kong: Skull Island
James Bond Live or Let Die
Wonka - Dreamers of Dreams
Dancing Drums Prosperity
Monopoly Cheaters Edition
The Hobbit
Li'l Red
Mysteries of RA

EDUCATION

The American Academy of Art
Chicago, IL

BFA in 3D Modeling & Animation
Aug. 2010 - May 2014

ABOUT ME

Senior 3D Game Artist with 8+ years of professional game development experience creating stylized and realistic environments, props, characters and VFX for 20+ shipped games. Experienced in asset creation, Unity integration, optimization, and cross-disciplinary production pipelines.

PROFESSIONAL EXPERIENCE

LIGHT & WONDER | Chicago, IL

• **Senior 3D/Game Artist, Game Development** **Mar. 2024 - Present / Full-time**

- Produced over 150 production-ready 3D assets including environments, props, characters, and VFX elements for multiple released titles.
- Partnered with engineering and design teams to develop Unity-ready assets while maintaining performance budgets and visual consistency.
- Led art productions across multiple games, mentored junior artists, coordinated asset production across teams, and ensured milestone delivery on schedule.

• **Game Artist, Game Development** **Feb. 2021 - Mar. 2024 / Full-time**

- Delivered high-quality 2D art assets ranging from environments, characters, symbols, 3D models and VFX particle systems.
- Collaborated closely with Lead Game Designers and Engineering team for concepting new ideas on overall game design, symbols, animations, environmental backgrounds, and visual effects.
- Create team goals, meetings and plan out work schedules to reach deadlines for art delivery and milestone presentations.

• **Associate Artist, Game Development** **Aug. 2018 - Feb. 2021 / Full-time**

- Brainstorm with Game Development Teams and Lead Artists to create a wide range of 2D, digital paintings, and animations. While maintaining excellent art quality regarding character design, color theory, lighting, and composition.
- Tasked to create new concepts for upcoming projects all the way to final polish in a timely manner.

• **Intern Artist, Creative Services** **Apr. 2018 - Aug. 2018 / Full-time**

- Supported and documented multiple simultaneous projects and art assets while maintaining excellent file structure and organization to better service global development.
- Reached out to other artists for missing archived game assets and footage to ensure all files are linked properly in work files.
- Participated in game asset creation and concept for current and future games under supervision.

AWARDS

Light & Wonder

- Best Performance - Elite Game 2021 (Dancing Drums Prosperity)
- Best Performance - Elite Game 2022 (Wonka - Dreamers of Dreams)
- Best Performance - Eilers New Games 2024 (Dancing Drums: Ultimate Expl.)
- Best Performance - Elite Game 2025 (King Kong: Skull Island)