



Jingtao Gao

Environment Artist

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Skills

Modeling, Sculpting, Topology,
Unwrapping Texturing (PBR), Blockout,
Dynamic/Baked Lighting, MRQ Rendering,
Set Dressing, Post-Processing, PCG

Languages: English (proficient), Chinese
(native)

Software

Modelling & Sculpting & UV: Autodesk
Maya, 3ds Max, Zbrush, Rizom UV

Texturing: Substance 3D Painter, Substance
3D Designer, Photoshop

Foliage & Terrain: SpeedTree, World Creator

Photogrammetry: Substance 3D Sampler,
RealityCapture, Megascan

Game Engine: Unreal Engine

Color Grading: Davinci Resolve, Photoshop

Experience

1 UP Scheme - *MechHead*,

University of Staffordshire, 06/2023 –
09/2023

- “Best Arcade Game 2023 TIGA” Award
- Gameplay Showreel:
<https://youtu.be/ikYonxNSjRY?si=ExCqvhUgj0c2n4sb>
- Modelling and Texturing props, including
hero assets and the main character:
<https://www.artstation.com/artwork/el9OAZ>

Teaching Assistant,

Global IELTS, 05/2022 – 08/2022

- Hold brand promotion seminars, teach
students, organize teacher schedule

Education

Games Art, BA (TIGA certified)

University of Staffordshire, 09/2022 –
05/2025

[ArtStation Portfolio](#)

