


# Jun Xia


(Pronounced June)

• 3D Artist •

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## Work Experience

### 3D Artist

(Freelance)

Sep 2021 - Present

Philadelphia, PA USA

### 3D Generalist

 (Krikey)

Feb 2017 - Sep 2021 (4 yrs 8 mos)

San Francisco, CA USA

Designed, modeled, textured, and rigged character models, accessories, and environment props

### 3D + Concept Artist



(Philly Game Lab)

Jun 2014 - Sep 2014 (4 mos)

Philadelphia, PA USA

Part-time during University; designed, modeled, and textured assets

## Education

### University of Pennsylvania

Bachelor of Arts, Fine Arts

2012 - 2016

## Software



Modeling, UVs,  
Retopo, Rigging



Concepting,  
High-Poly Sculpting



Modeling, Rendering,  
Texturing



Retopo,  
Hand-painted  
Texturing



Baking, Texturing



Texturing



3D Character Asset  
Set-ups

