



**Jesi Ogo**

360.471.0961

jesi.ogo@hotmail.com

www.jesiogo.com

**Digital Skills**

3D Modeling  
UV Mapping  
Texturing

**Software Packages**

Maya  
Photoshop  
Unreal III  
Premier Pro

**Traditional Skills**

Life Drawing  
Figure Sculpture

**Industry Experience**

**Surreal Software  
Environmental Artist Intern**

**Seattle, WA**

**May 08 – Present**

- Model, texture, and polish interior & exterior architecture and world objects based on conceptual artwork and reference photography, complex problem solving.
- Work together with the lead artist and other team members to create amazing, gameplay focused environments.
- Incorporate feedback from my lead and peers to make requested changes in a positive and constructive way
- Participate in meetings, reviews, and planning as part of effective communication with the team.

**Education**

**Art Institute of Seattle**  
Bachelor of Fine Arts

**Seattle, WA**  
Game Art & Design

**Oct 05 - Present**

**Bates Technical College**  
Associates of Arts

**Tacoma, WA**  
Executive Administrative Assistant

**Sept 97 – Aug 99**

**Work Experience**

**The Polyclinic**

**Seattle, WA**

**Disease Management Database Specialist**

**Mar 02 – Oct 05**

- Created custom created reports and graphs analyzing outcomes data.
- Performed weekly program trainings for new and existing employees.

**Templates Coordinator**

**Jun 01 – Mar02**

- Created and managed physician templates.
- Produced physician guidelines worksheets, managed meeting times, assisted in interpreting coordination
- Implemented an open access system, maintained the physician availability report
- Developed close relationships with physicians and administrative staff