

## SKILLS

<b>Software</b>	Maya, 3dsmax, Mudbox, ZBrush, 3D Coat, Roadkill, Unwrella, xNormal, Panda 3D, Unity 3D, Trinigy Vision, Gamebryo, Photoshop, Illustrator, After Effects, Premiere, Audition, Dreamweaver, Flash, MS Office
<b>Artistic Process</b>	Life Drawing, Caricature, Character Design, 2D Animation, Illustration, Pastel, Charcoal, Photography Animation Pipeline Development, Team Management, Animation Production, Training Techniques

## WORK EXPERIENCE

### SCHELL GAMES

#### 2010 **Lead Character Artist: *Project Pitch Demos***

- Modeled/supervised 3 character models for unannounced project pitch demos: poly budget of 5500 tris each
- Sculpted high-res and low-res meshes (ZBrush, 3D Coat, Maya), unwrapped UVs (Roadkill, Maya), generated normal & ambient occlusion maps (xNormal)

#### **Lead 3D Artist: *Jakks-Pacific: Unannounced Toy Line***

- Modeled/supervised 10 toy prop models for online augmented reality interaction: poly budget 2000 - 8000 tris each
- Unwrapped and painted holographic toy textures: exported for final Flash engine implementation

#### 2009 **Lead Character Artist: *Disney Pirates of the Caribbean MMO: Fishing Minigame***

- Modeled and unwrapped 25 low-res game creatures: poly budget of 600 tris each
- Created accurate joint articulation, skin deformation, and animator-friendly rigging controls

#### **Lead Character Artist: *Disney Toontown Online: Toontown Parties***

- Modeled main game character and environment: poly budget of 1000 tris each
- Created accurate joint articulation, skin deformation, and animator-friendly rigging controls

#### **Lead Character Artist: *Unannounced Microsoft MMO***

- Supervised character modeling/deformation & created primary character model game asset: poly budget 5000 tris
- For main demo character: designed model sheet, sculpted high-res and low-res meshes (Mudbox, 3D Coat, Maya), unwrapped UVs (Roadkill, Maya), generated normal & ambient occlusion maps (xNormal), created accurate joint articulation and skin deformation, and created 3D character poses for project style approval

#### **Lead Character Artist: *The Sum of All Thrills: Interactive Disney World Attraction***

- Followed provided model sheet to sculpt high-res main project character: Crash the Robot
- Supervised modeling of 3 high-res ride vehicles: designed model sheet and sculpted model for coaster cart vehicle

#### 2008-2009 **Lead Character Artist: *Wii Toys: Three Disney/Nintendo Wii Titles: Canceled***

- Supervised character modeling/deformation and created primary character model game assets
- Modeled 13 main game characters for Disney Fairies, Disney Princesses, and Phineas & Ferb properties: poly budget of 1000 - 5500 tris based on character complexity
- Created accurate joint articulation and skin deformation

#### 2008 **Lead Character Artist: *Unannounced Interactive 3D Disney World Attraction***

- Supervised character modeling/deformation and created primary demo character model: poly budget 10,000 tris
- For main demo character: designed model sheet from compiled photo reference, sculpted high-res and low-res meshes (Mudbox, Maya), unwrapped UVs (Roadkill, Maya), generated normal & ambient occlusion maps (xNormal)

#### 2006-2008 **Supervising Character TD & Animation Lead: *Toy Story Mania: Interactive 3D Disney World Attraction***

- Supervised character modeling, rigging and animation on the first fully interactive 3D theme park attraction
- Developed first real-time character animation pipeline to integrate Pixar animation into gameplay: rigged 3 lead Toy Story characters to match Pixar articulation standards
- Trained and supervised a team of 4 character TDs/animators on proper rigging and animation techniques
- Coordinated daily animation reviews with Pixar to achieve their animation standards
- Developed/managed animation production between Schell Games, Pixar, and Walt Disney Imagineering
- Animated interactive audio-animatronic Mr. Potato Head figure in ride queue: dialog based animation
- Directed Schell Games animation hiring decisions

## GRADUATE PROGRAM

- 2006-2007 **Character TD & Animator:** *Don't Feed the Birds: Animated Short: Carnegie Mellon University*
- Designed character rigging pipeline for graduate degree animated short film project
  - Designed accurate joint articulation, skin deformation, puppet-based rigs for fast manipulation and animator-friendly control, expressive facial control GUI, IK/FK stretchy limbs, and rig visibility controls for efficient animation process
  - Lead animator for bird character, animated 1/3 of Granny character shots
  - Modeled lead Hero character with proper topology for muscle deformation in body and face
  - Film accepted to Chicago International Children's Film Festival & Angelus Student Film Festival

## FREELANCE

- 2001-2006 **Freelance Illustrator & Animator:** *Client Based Projects*
- 3D Modeler/Effects Artist: McKenzie Illustrations: medical modeling, animation & video effects
  - 3D Modeler: Etcetera Edutainment & Medrad: medical product modeling
  - 3D Modeler & Animator: Best Promotions: promotional sales modeling and animation
  - Graphic Designer: Carnegie Mellon University: print layout design for project promotion

## INSTRUCTION

- 2009 **Character Modeling Instructor:** *Pittsburgh International Game Developers Association: Lightning Talks*
- Presented industry standard character modeling methods focused on proper deformation
  - Demonstrated proper edge loop topology to allow for realistic or cartoony expression
- 2006/2010 **Character Rigging Instructor:** *The Art Institute of Pittsburgh: In-Service Day Instructor Workshop*
- Created and demonstrated step-by-step Maya character rigging tutorial doc for instructors
  - Enabled new Maya course instructors with a solid foundation for character rigging course
  - Demonstrated advances in rigging techniques used in production for current film and game projects
- 2005-2006 **3D Modeling Instructor:** *Summer Academy for Math and Sciences: Carnegie Mellon University*
- Developed course curriculum and lessons: focus on rapid skill advancement: technical and aesthetic
  - Designed automobile modeling project using 3dsmax: 3 weeks for students with no prior software contact
  - Classroom Workflow: directed TA responsibilities, directed project critiques, organized course feedback
- 2002-2006 **3D Modeling & Animation Instructor:** *ITT Technical Institute*
- 3dsmax Certified Instructor: character and object modeling, rigging, animation, unwrapping/texturing, lighting, effects
  - Design & Video Instruction: logo & commercial design, image manipulation, video/audio editing
  - Multimedia Program Evaluator: Department of Education AST Programs Evaluation: Erie Institute of Technology
  - Multimedia Program Curriculum Development: Monroeville Campus, PA 2004

## EDUCATION

- Masters of Entertainment Technology: Carnegie Mellon University 2007
- BA in Visual Arts Communications: Cum Laude Graduate: Westminster College 2001
- Media Arts & Animation: Affiliate Student: The Art Institute of Pittsburgh 2000

## REFERENCES

### **Jesse Schell**

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