



CG Generalist

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ANIMATION EXPERIENCE

Associate Artist, *Jam City*, Culver City, CA, January 2018 - current.

- Modeling, texturing and animating in-game assets.
- Character animation for integration in Unity.

Associate Digital Artist (Contract), *Hasbro*, Pawtucket, RI, July 2016 - July 2017.

- Maya 3D Artist for Hasbro's in-house production team Cake Mix Studio, working on global IPs such as *Transformers*, *My Little Pony: Equestria Girls*, *Mr. Potato Head*, and *Monopoly*.
- Art Lead on *MLP: EG Minis* shorts, the highest-viewed animation content from Cake Mix.
- Modeled and textured environments and assets for digital shorts and TVCs.
- Created looping character animations for use in Unreal to be implemented in augmented reality.
- Streamlined production-ready character models and rigs, working closely with the designer to translate the look and appeal into 3D.
- Strong team communicator who delivered content as promised with time to spare.
- Balanced quality with efficiency when working under tight deadlines.

Co-Director, "Man's Best Friend" short film, Ringling College of Art and Design, Sarasota FL, 2014 - 2016.

- Animated biped and quadruped characters in complex shots focusing on acting, layout, and mechanics.
- Designed, modeled, and textured characters, assets, and city environment using Maya and ZBrush.
- Lit and composited majority of interior and exterior scenes using Renderman RIS and Nuke.

Figure Drawing Tutor, *Ringling College of Art and Design*, Sarasota, FL.

August 2014 - November 2015.

- Supervised 15-25 students with figure drawing in weekly tutoring sessions.

EDUCATION

Ringling College of Art and Design,
Sarasota, FL.
BFA: Computer Animation, May 2016.

Thesis: CG animated film in two-person team about the misadventures of a dog-like toupee trying to return to its bald owner.

Moonbot Workshop, Ringling College of Art and Design, Sarasota FL, Spring 2016.

With a team, created pitch package for film reboot, and presented to studio executives from Moonbot Studios. Focus on character/plot development and storyboard art.

SOFTWARE

Advanced in Mac and PC platforms in Autodesk Maya and Adobe Photoshop. Working knowledge of ZBrush, 3D Coat, Nuke, Unity, Unreal, Adobe Illustrator CC, Adobe Premiere Pro CC, Toon Boom Storyboard Pro, FLIX, and Substance Painter.

PERSONAL

Enjoys hiking, biking, and baking the best cookies. Maintains an art Instagram @JackyDraws