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Jason Warren

Environment modeler / CG lighter

Education

The Art Institute of Vancouver
Burnaby, BC

2007 - 2010

- Diploma in Modeling for Animation and Games

Skills

Autodesk Maya: created 3d assets for my Demo reel

Adobe Photoshop: textured props and environments. Created business card

Zbrush: created 3d sculptures, and made normal maps

Adobe After Effects: Put together different layers of renders sequences to create videos

Basic Mel, Java, C++: have written and can understand simple code from these languages

Experience

Graphics Artist, Pelesys
Richmond, BC

Oct 2010-Present

- Created 3d assets and 2d vector assets for Learning purposes
- Worked as part of a team to create learning material
- Work under deadlines and finished work on time and up to standards

Cook, McDonald
Courtenay, BC

2006-2009

- Worked under pressure to get the orders out the window fast and correct
- Communicated with team to complete orders fast and correct
- Responsible for closing the back end at night

Laborer, Panoramic Homes Ltd
Courtenay, BC

2004-2006

- Formed and stripped foundations
- Worked as a team and followed instructions to finish the job efficiently

References

Upon request