

jeremiah fyer

summary

skills

experience

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<http://www.threedlife.weebly.com>

I strive to perfect a cinematic skill level in 3-D modeling, texture creation and clean up, shader building, scene lighting, final rendering and compositing. My renders have had to be used for billboard-sized templates; thus, they had to be rendered very large to fit the art. Producing these sizes made me quickly realize that I had to push the limits of current rendering and texture development, completely recreating textures and meshes based on models provided to us from the client. In this process, I also had to create a proprietary render pipeline based in V-Ray to handle the work load.

I always focus on delivering the highest-quality render possible with the time given on each and every project. I am an outgoing individual with strong leadership and time management skills, which works well in any setting. As a dedicated artist and responsible individual who knows the importance of an ongoing focus of study, I keep current with all the latest technology and software.

Specialties: High detail rendering and lighting, high and low poly hard surface and organic modeling and texturing

Particle simulations and rendering - water, fire, smoke, etc...

- 3D Studio Max
- Softimage
- Zbrush
- Mudbox
- 3D Modeling
- 3D Rendering
- 3D graphics
- Realflow
- Computer Animation
- 3D rendering
- After Effects
- Modeling
- Compositing
- Maya
- Vray
- Photoshop
- Premiere Pro
- 3D Lighting
- 3D Mechanical Animation
- Fume FX
- 3D
- Animation
- Visual Effects
- Rigging
- Lighting

DNA Events

04 / 2013 - Present

3D Technical/Art Director and Lighting Specialist

I create, light and render all assets used in the creation of realistic 3D renders used to show the design and layout of various venues and events to investing companies such as Microsoft, Acer, Ben and Jerry's, Dodge, Bing and Xbox. I have worked on and helped in both design and visualization for many high impact premier celebrations such as Star Trek - Into Darkness, Anchorman 2 and FXX's Always Sunny and The League among many others.

Freelance

05 / 2012 - Present

3D Artist / Generalist

I am a 3D Art and Technical Rendering Director. I am also a very seasoned 3D generalist who can be a creative asset for every aspect of the 3D process. I have worked in advertising and interactive entertainment for the past 5 years developing 3D assets and renders for some of the most iconic images you have seen for video games and theatrical ads, ranging from Green Lantern to Halo 4. I would be happy to help with any 3D/2D project you may have!

Microsoft

10 / 2013 - 02 / 2014

3D Editor Pod Lead

I directed a team of 7 people (my pod) in a large group of 3d artists and game designers to help finish a goal of 40 street side cities and 70 3d cities. These are to be used in the 3d Bing Map Preview App set to release on the app store from Microsoft on Windows 8.1! I continued to work past the release as a pod lead on additional cities which will hopefully be live soon! This was probably one of the coolest projects I have had the chance to work on i'm excited to see the future of 3d maps!

Renkewitz Studios

2012 - 01 / 2014

3D Technical Director and Generalist

I have been the Technical Director, lighting specialist and 3d generalist for two major projects with Renkewitz Studios. The first was the teaser trailer for Dead Island 2 Riptide and the second is a intro cinematic for the Facebook game Vega Conflict.

I do everything I can to stay on quality, on budget and on time with every project.

Microsoft

08 / 2013 - 10 / 2013

3D Artist

Tombolo Interactive

2012 - 10 / 2013

3D Technical Director and Lighting Specialist

Recently I have been working as the 3D Art and Technical Director for Tombolo Interactive and Walt Disney Imagineering Research and Development in Los Angeles California. We are developing a attraction that will be built in The Enchanted Storybook Castle at Shanghai Disneyland. In addition to that I worked as the art director and technical director for the bird animations developed by Tombolo Interactive that are used in the recent upgrade for The Big Thunder Mountain interactive queue in Disneyworld Florida.

Concept Arts

05 / 2009 - 06 / 2012

Senior 3D Art Director

At Concept I would take models from game development teams and fix any problems with the skinning, modeling, textures or rigging and then pose them for high quality renders with Brazil or V-Ray which are then used for advertising posters, web design or product packaging. I have published work for Microsoft (Halo Franchise (All of Halo advertising work from Halo ODST to Halo 4) and Crackdown2), EA (Army of Two 40th day), BioWare (Mass Effect 2), EnMasse (Tera), Netdevil (Jumpgate Evolution) and WB Gameing (Aragorns Quest), Bethesda (Dishonored) just to name a few.

I did the posing, lighting and rendering for Green Lantern the movie and Halo 4's advertising campaigns, Other posing and rendering of characters were completed with the

help of Renkewitz Studios

Worked on the Universal Studios Re-brand of 2012

I was also the lead 3d creator of all the interactive web pages developed by our company.

Latest work is the Bioshock 2 web page at www.somethinginthesea.com and the Mafia 2

interactive story on the Mafia 2 game web page.

Concept Arts

11 / 2008 - 05 / 2009

3D Artist

I take models from game development teams and fix any problems with the skinning, modeling, textures or rigging and then pose them for high quality renders with Brazil or V-Ray which are then used for advertising posters, web design or product packaging.

JAFstudios

10 / 2008 - 05 / 2009

3D Artist

Creating 3D models of future building projects with Googles sketchup software. I'm responsible for modeling, texturing and organizing components for the JPEGs which are used for the displays that are presented to the clients

Stu Wyatt Productions

02 / 2008 - 05 / 2009

3D Artist / Animator

3d Modeling, 3d Texturing, Animation and Post Production for new drill platforms using Autodesk's Maya, Photoshop and After Effects

Las Cascadas

12 / 2007 - 11 / 2008

3D Artist / Advertising

Advertising: Trifold Brochure Design, Billboard Design, DVD Prints, Video Editing with Vegas Video Autodesk 3DsMax Work: Designed, Modeled, Textured, Lit and Composited 3 Homes, 1 Gatehouse, 1 Front Gate for pre visualization

Jafstudios

12 / 2007 - 11 / 2008

Owner

I have been doing freelance from home for various clients and have completed a number of projects. Please visit my online resume at jafstudios.com to see my latest work.

Two Sided Productions

05 / 2008 - 08 / 2008

3D Artist / Animator

3d Modeling, 3d Texturing, Animation and Post Production on a 3d clip for new short film using Autodesk's Maya, Adobe Photoshop and After Effects

Joyco Multimedia

05 / 2008 - 06 / 2008

Rigger

Rigged and skinned a 3d Human Male for posing

eFlection, Inc.

07 / 2007 - 10 / 2007

Intern

Digital data input for web project, model and texture 3d furniture for pre-visualization of future housing development in Boulder, CO.

education

Art Institute of Colorado

2003 - 2007

Bachelor of Arts (B.A.) , Media Arts and Animation

honors

Academic Honor Roll At AIC

interests

3d and 2d animation, Video Games, CG Art, Photoshop Art, Roller blading, Skateboarding, Running, Snowboarding

associations

WULF Mod TOC for UT3, DMA/LA, LA3D

publications

Halo 4

Everywhere · Authors: Jeremiah Fyler