

JAY WHITTET

CG Artist

JayWhittet.com
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Objective:

To be part of a team creating amazing 3d assets in a professional environment.

Technical Qualifications:

Pixologic Zbrush	Adobe Photoshop CS4
Autodesk Maya	Adobe After Effects CS4
Autodesk Mudbox	Adobe Premiere Pro CS4
Autodesk Motion Builder	Adobe Flash CS4
Pixel Farm's PF Track	Adobe Illustrator CS4

Skills:

Modeling High/Low Resolution, Texturing, Compositing, Rotoscoping, Match Moving, Production Experience, Motion Capture with Vicon Systems, Render Farm Experience, Project Management, Strong Written and Verbal Communication Skills

Experience:

The Cartographer (Independent Film) 2009

Modeled and textured main character. Generated displacement and normal maps for film assets. Created base mesh for three other characters. Insured that all assets worked back into the pipeline. Modeled, textured, and lit main plaza scene to match photo reference.

Employment:

Kerner Optical, San Rafael, CA Current

Production Assistant

Working as part of the production team I make sure that all of the client's needs are met and that the production runs smoothly. On any given day I can be helping rig the lights, building sets with the Grips, delivering equipment, organizing production schedules, and doing whatever it takes to ensure that not only does the project achieve its goal but that everyone enjoys themselves.

Clients Include: Industrial Light & Magic, National Geographic, Pixel Corps

2001-2008

Costco Wholesale, Carlsbad, CA

Maintained high productivity rates and while staying positive under pressure. Insured quality member service at all times. Worked as a team to insure maximum members per hour. Took daily inventory and gathered needed supplies though out the warehouse. Unloaded incoming pallets and delivered them to their departments.

Education:

Ex'pression College for the Digital Arts

Salutatorian, Bachelor of Applied Science, Animation and Visual Effects

2006-2009