

**Jesus Bibian, Jr.** | 18620 W Millburn Rd | Old Mill Creek, IL 60083 | (847) 715-8539

email: [jbibianjr@chewypixels.com](mailto:jbibianjr@chewypixels.com) | portfolio: <http://jbibianjr.artstation.com> | linkedin: <http://www.linkedin.com/in/jbibianjr>

## OBJECTIVE

I am seeking opportunities to challenge me in my growth as an artist. My aim is to discover creative solutions that will fit your company's needs and goals.

## WORK EXPERIENCE

- Polaris Interactive** - Medina, MN - <http://www.polaris.com/> Dec. 2016 – Aug. 2017  
*3D Asset Production – Contract – Off-Site*
- Production of high quality 3D assets optimized for mobile interactivity using CGI CAD files provided by Polaris.
- Shinebox** – Minneapolis, MN - <http://shinebox.com/> Mar. 2017  
*CG Artist – Freelance – Off-Site*
- CG production on project for The 3M Company.
- Fifteen Four** – Baltimore, MD - <https://fifteenfour.com/> Jan. 2017 – Feb. 2017  
*3D Modeler – Freelance – Off-Site*
- 3D hard-surface modeling & UV mapping of medical devices for Genotropin.
- Leviathan** - Chicago, IL - <http://www.lvthn.com/> Oct. 2016 – Nov. 2016  
*3D Modeler & Concept Artist – Freelance – Off-Site*
- Work for Nike on SneakerBoots project and currently on project for Kohler.
- Think Chromatic** - Grand Rapids, MI - <http://www.thinkchromatic.com/> July 2016 – Sept. 2016  
*3D Modeler – Contract – Off-Site*
- 3D modeling project for Wayfair.
- Fifteen Four** - Baltimore, MD - <http://www.15four.com/> Aug. 2016  
*3D Modeler – Freelance – Off-Site*
- Creation of digital human with acromegaly disease for Somavert.
- Carbon VFX** - Chicago, IL - <http://www.carbonvfx.com/> May 2016  
*3D Modeler & Texture Artist – Freelance – Off-Site*
- 3D environment modeling, sculpting, & texturing for Facebook Oculus gameplay trailer.
- Vitamin Pictures** - Chicago, IL - <http://vitaminpictures.tv/> Mar. 2016 – Apr. 2016  
*3D Modeler – Freelance – Off-Site*
- 3D modeling & sculpting of various stylized aquatic creatures, flowers, & coral for AMG.
- Filmograph** - Los Angeles, CA - <http://www.filmograph.tv/> Mar. 2016 – Mar. 2016  
*3D Modeler & Texture Artist – Freelance – Off-Site*
- 3D modeling & texturing of Ghostbusters trap for production company intro on upcoming films.
- Sarofsky** - Chicago, IL - <http://sarofsky.com/> Feb. 2016 – Mar. 2016  
*3D Modeler & Texture Artist – Freelance*
- 3D modeling & texturing of various fruit for 2 Minute Maid spots.
- Leviathan** - Chicago, IL - <http://www.lvthn.com/> July 2015 – Aug. 2015  
*3D Modeler - Freelance*
- 3D modeling, UV mapping, & texturing aircraft for Airbus.
- Reach Creative** – Chicago, IL - <http://www.reachcreative.com/> June 2015 – July 2015  
*CG Artist – Freelance – Off-Site*
- Involved in the creation of the CGI assets for the Dualos & Immersion series of gaming cabinets for brochure. Tools used are Modo, Maya 2016, & V-Ray 3.0 for Maya.
- Reach Creative** – Chicago, IL - <http://www.reachcreative.com/> Mar. 2015 – April 2015  
*CG Artist – Freelance – Off-Site*
- Lighting & rendering of 5 various camera angles for the Blade S32 gaming cabinet for WMS Gaming.
- Recom Farmhouse** – Brooklyn, NY - <http://www.recomfarmhouse.com/> Mar. 2015  
*3D Modeler – Freelance – Off-Site*
- Assisted with the 3d interior modeling for Subaru.

References Available Upon Request