



# Jordan O'Neill

## 3D Artist

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## Education

### Red River College 2014-2017

#### - **Advanced 3D Computer Graphics**

- Designed assets & created a modular level for Unreal Engine
- Bake animation data into character rigs from motion capture data
- Create concepts for environments and vehicles
- Built lighting and rendering using Vray render
- Made materials and textures using both Substance Designer & Substance Painter
- Completed composites & editing in Fusion
- Designed both low poly and high poly models in Maya

#### - **Digital Media Design**

- Created vehicle and environment concepts
- Designed a high poly model, complete with a control rig and developed an animation for it using Maya
- Built lighting and rendering using Mental Ray
- Interned for one month at a local studio, made game assets for Unity, story-boarded & designed graphics.

## Industry Experience

### Lumo Interactive May 2016 - Aug 2016

#### - **Lead 3D artist**

- Lead 3D artist for four projects while at Lumo Interactive
- Tasked with character rigging, animation, modeling, textures, and story-boarding
- Designed character models and made control rigs
- Completed two models with control rigs in a week
- Story-boarded how games play start to finish, and how menus would function
- Created assets for Unity engine using Blender and Maya
- Optimized models to be low poly and UV layout for Unity
- Adapted textures to be used with projector display
- Summarized at weekly meetings what I worked on, and demonstrated work

## Software

Maya	Zbrush
Substance Designer	Blender
Substance Painter	Fusion
Unreal Engine	Photoshop

