




Jason Gralnick

3D Artist

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Work Experience

3D Artist II

DiSTI Corporation | Orlando, FL | 2014-Present

- Produce high quality art assets for use in interactive real-time applications
- Use technical drawings, reference photos, point cloud and laser scan data to accurately recreate objects
- Optimization of CAD data
- Texture 3D objects using a PBR workflow
- Utilize MAXScript to develop innovative tools to increase artists efficiency
- Collaborate with team members to deliver virtual maintenance trainers at standards which exceed customer expectations

Education

University of Central Florida

Orlando, FL | May 2013

- Bachelor of Arts – Digital Media
- Graduated Cum Laude
- Visual Language Program at UCF Center of Emerging Media (2011 – 2013)
- Member of UCF Digital Media Club (2008-2009) and UCF SIGGRAPH (2009-2012)

Related Experience

Lead Modeler / Environment Artist

GaiaSpora (Animated Short Film) | August 2011 – May 2013

- Modeled and assembled environments, props, and sets
- Developed library of modular assets
- Managed assignment and review of modeling work to a team of 3 artists

Software Experience

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|------------------|----------------------|--------------------|
| • 3ds Max / Maya | • Substance Designer | • Photoshop |
| • ZBrush | • Substance Painter | • Headus UV Layout |
| • Corona Render | • Unreal Engine | • JIRA |
| • Keyshot | • Unity | • SVN / Plastic |