

Jonny Swales

Creative, motivated, and professional 3D artist who learns and adapts quickly to new programs and challenges. An achievement-driven artist committed to his work.

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WORK EXPERIENCE

Frick —(Animated Short Film) Technical Director (August 2018–December 2018)

- Making critical, on-the-fly decisions, affecting the course of the project
- Technically realize the vision of the Art Director
- Head Research and Development team

IDIA Lab (Institute for Digital Intermedia Arts), Muncie, IN —3D Artist (June 2017–Present)

- Optimization and Graphic enhancement of existing VR environments
- PBR Texture creation in Substance Painter
- Engine-Optimized asset creation

Selected Assignments:

- Virtual Reality recreation of Wright Brothers Bike Shoppe in Unity Engine
- Virtual Reality imagining of Newton's Cenotaph for Sansar
- Character modeling/rigging for an Augmented reality project in collaboration with the Buffalo Bill Center in Cody, WY

EDUCATION

Ball State University, Muncie, IN — BFA in Fine Arts, Concentration in Animation (*May 2019*)

SOFTWARE SKILLS

3D Modeling:

Autodesk Maya

Zbrush

Substance Painter

Editing/Effects:

After Effects

Premiere

Audition

Game Engines:

Unity

Unreal

GENERAL SKILLS

Modeling/Texturing

Character Sculpting

Prop Sculpting

Rendering

Lighting

Animation

Rigging

UE4 Blueprint Scripting