



# JACKSON MADE KENDRA

3D ART GENERALIST | [JACKSONKENDRA3D.COM](http://JACKSONKENDRA3D.COM)

## OBJECTIVE

A highly driven 3D artist looking to further develop my industry skills in the creative 3D industry.

## SKILLS

Maya (Generalist)  
ZBrush  
Substance Painter/ Designer  
Photoshop  
Unity & Unreal Engine  
Marmoset Toolbag  
Redshift  
VR, Video Games and Advert

## CONTACT/LINKS

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Reel: [vimeo.com/342689111](https://vimeo.com/342689111)  
Portfolio:  
[jacksonkendra3d.com/projects](http://jacksonkendra3d.com/projects)

## EXPERIENCE

### ART GENERALIST (UNITY) • THE GINGERBREAD MAN • JULY – SEPT. 2019

- >Unity Development for VR
- >Shader Dev using Graph Editor in LWRP
- >Environment Building using world reference and rescale for VR
- >Setting up Sourcetree on multiple PC's
- >Git control
- >Modelling and Sourcing of assets, repurposing UE4 assets for Unity using shader graphs to Automatically make UE4 Packing work in Unity
- >Modelling/Texturing/Rigging/Tech Art

### ART GENERALIST (MAYA) • THE ELECTRIC LENS CO. • OCT – DEC. 2018

- >General Modelling of Assets
- >Recreating Hair in XGen using client brief/reference
- >Shot Sculpting (Pose Cleanup)
- >Lighting of certain shots
- >Creating Substance Procedural and Image Assisted materials for Export to Unreal Engine and Redshift

### ART GENERALIST (UE4) • FREELANCE • MAY 2019

- >Sourcing and Creating models for clips to use in Motion Graphics (After Effects)
- >Creating a fast rendering pipeline for quick iterative workflow using UE4
- >UE4 Cinematic Tools for producing masks/clips and raw footage
- >Coordinating with international clients for feedback

**ENVIRONMENT ARTIST (UE4) • NEO INTERACTIVE (REMOTE) • JAN 2015 - PRESENT**

- >Creating Modular Environment Kits
- >Creating Environment landscapes from Concepts
- >Creating Custom Procedural Materials and Material Instances
- >Asset Sourcing and Integration
- >Scene Optimisation

## **EDUCATION**

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**BACHELOR'S 3D ART & ANIMATION • 2016 • DESIGN CENTRE ENMORE TAFE**

- >Distinction
- >Major in Modelling

## **VOLUNTEER EXPERIENCE OR LEADERSHIP**

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**>SMASH! Inc. Art Assistant (2017-2019)**

- MC for life drawing
- Assisting in Art related events and planning for SMASH! conventions