

Hard Surface Modeling

Texturing

Game Art

Graphic Design

CSM

3D modeler and texture artist with 6+ years of experience. Comfortable with 3D hard surface modeling and texturing, visual design, graphic design, creative project management, and is currently exploring UX/UI design. Comfortable with remote/virtual work, willing to relocate for the right opportunity.

Website: <http://www.jeremiahclark.com>

LinkedIn: <http://www.linkedin.com/in/jclark3d>

Experience

3D Modeling / Visual Design

Freelance - Since 2019

Freelance art and design services focusing on 3D hard surface modeling and texturing, and visual/graphic design.

3D Hard Surface Game Artist (contract)

Pixel Constructor, LLC - Since 2017

- ▶ Grumpy Witch: Emilia's Revenge: Rapid creation and iteration of stylized 3D game props and assets for 2.5D platformer. Advised on and defined art process update to match styles and bridge gap between new 3D assets and existing 2D assets.
- ▶ Better Off Tread: Proposed, developed, and documented a process for quickly building assets. Using this process, all 3D assets were delivered on time.

3D Modeler & Texture Artist

MR Systems, Inc. - March 2017 to February 2019

- ▶ Created 3D models of water and wastewater treatment plants and equipment, using layout sketches, diagrams, building plans, cut sheets, and parts documents.
- ▶ Worked closely with the Marketing Manager to develop a completely new look for company-wide marketing materials.
- ▶ Produced artwork for conference booth, billboard, and internal signage.

Adjunct Game Art & Design Professor

Art Institute of Atlanta - October 2017 to September 2018

- ▶ Developed course materials that exposed students to multiple facets of the 3D workflow, and encouraged exploring alternate methods and ways of doing things.
- ▶ Classes taught include Game Modeling, Environmental Modeling, Hard Surface and Organic Modeling, Advanced Hard Surface and Organic Modeling.

Assistant Game Producer

AGS - American Gaming Systems - November 2015 to January 2017

- ▶ Coordinated the activities of artists, programmers, designers, and external team members on dozens of games.
- ▶ Dramatically cut the time required for milestone estimation and reduced the need for input by automating the estimation process in Excel.
- ▶ Managed four complete projects from concept and planning, through production and handoff: Empress Tai Yang, Lucky Peach, Lucky Lamp, and Golden Dragon.
- ▶ Imported game assets into Unity game engine and managed game asset library.

Embedded Game Tester 2

Cadillac Jack, Inc. an Amaya Company - June 2013 to November 2015

- ▶ Increased throughput to keep pace as production increased by 20% ± each year.
- ▶ Designed and documented updated test plans and procedures.
- ▶ Got new testers quickly up to speed without losing production speed or quality.

Skills

Art & Design

- ▶ 3D Modeling
- ▶ Hard Surface Modeling
- ▶ PBR Texturing
- ▶ Procedural Texturing
- ▶ Traditional Texturing
- ▶ Graphic Design

Software

- ▶ Modo
- ▶ 3Ds Max
- ▶ Maya
- ▶ Substance Designer
- ▶ Affinity Designer
- ▶ Adobe Illustrator
- ▶ Adobe Photoshop
- ▶ Marmoset Toolbag
- ▶ Unity 3D
- ▶ Unreal 4
- ▶ Jira
- ▶ Slack
- ▶ HTML
- ▶ CSS

Project Management

- ▶ Certified Scrum Master
- ▶ Documentation
- ▶ Training

Education

BFA - Game Art & Design

Art Institute of Atlanta

October 2008 to March 2013

Graduated Magna Cum Laude

AA - Drafting & Design Technology (CAD)

Southern Maine Community College

1999 to 2001