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# Billy Jackman

## 3D Generalist

2542 California St NE  
Minneapolis, MN 55418  
(612) 447-9135  
BillyJackman3D@gmail.com

## EXPERIENCE

### Wallride, Minneapolis MN- *3D Generalist*

July 2020 - PRESENT

- Model, texture, rig, & animate 3D characters, environments, & props for real-time game development
- Review and integrate assets, making fixes/improvements
- Iterate on past designs based on feedback from the director

### Kantar, Minneapolis MN- *3D Artist/Project Manager*

November 2015 - July 2020

- Model & texture 3D environments & props for real-time virtual reality experiences or rendered animations
- Create animations with 3DS Max and After Effects
- Manage a foreign outsourcing team for larger projects requiring many 3D models in a short timeframe

### Digital Innovation Institute, Lansing MI - *3D Artist*

July 2014 - August 2015

- Model, texture, rig, & animate 3D characters, environments, & props for real-time game development
- Collaborate with a team of artists, programmers, & designers to create educational video games for the workforce

## EDUCATION

### Michigan State University, East Lansing, MI- *Bachelor of Arts in Media and Information with a specialization in Video Game Design*

2010 - 2014

## Technical

3DS Max, Maya, Substance Painter, Unity 3D, Unreal Engine 4, Photoshop, After Effects, Premier, Vray, Marmoset Toolbag,