

# JASON TAYLOR

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## SKILLS

Unreal 4  
Substance Designer  
Substance Painter  
Maya

Z Brush  
3ds Max  
Quixel Suite  
PBR Workflow

Environmental Design  
Hard Surface Modeling  
Organic Modeling  
Texturing

## EXPERIENCE

**Mt. Sierra College, Monrovia, CA. Fulltime Faculty 2013-2017**

-Instructed cutting edge courses in 3D using Maya, 3ds Max, Mudbox, UDK, and Unreal 4.  
-Participated in curriculum development committee which in turn updated and streamlined all courses for the game art track.

**LAUSD, Los Angeles, CA. Instructor 2012-2013**

-Consulted with the creation of a brand-new game design program for LAUSD.  
-Trained 80 students, grades k-6, with no previous knowledge of PowerPoint or internet browsing skills over a three week course.

**Freelance, Los Angeles, CA. Modeler/Texture Artist 2011-2013**

-Concepted and created large scale environment assets for clients to use within a popular game engine by using Maya, Mental Ray and Photoshop.  
-Designed and modeled 3D stock poly mesh assets available for purchase in game.  
-Collaborate with other designers to create a detailed environment for an online indy game.

**Crazybridge Studios, Glendale, CA. Hard Surface Modeler 2008-2011**

-Created 3D assets (including architecture and vehicle modifications) in Maya for *Living Shield*, *Inside the Secret Service*  
-Arranged layouts in Maya for cutaway scenes along with camera animations  
-Created 3D assets and met milestones and budget for 10 episodes of *Patton 360* which aired nationally on The History Channel.  
-Textured and UV mapped assets for episodes 8 and 10 of *Life After People*, which aired nationally on The History Channel.

**The Famous Group, Culver City, CA. Modeler 2010**

-Created photo realistic assets for three Lexus spots which aired on national television March of 2011.

## EDUCATION

**Certificate in Digital Production-** Gnomon School of Visual Effects- Los Angeles California  
10/18 - 9/20

**Bachelor of Science in Game Art and Design-** The Art Institute of California-Orange County  
2/05 - 3/08