

Jesse Douglass

3D Character Modeler

me@jesse.art
www.jesse.art

Freelance Artist

Character/Asset Modeler
August 2015 - Current

Projects

The Mill
ThinkChromatic
ROBLOX
Frank Abney Animation
TNG Visual Effects
Fall of Enchantment
Stonewashed Studios
Anathon
"The Flash" Fan Film

Tools

Maya
ZBrush
RizomUV
Substance Painter
Topogun

Skills

3D Modeling/Sculpting
Texturing
UV Layout
Retopology

Think Tank Training Centre

Vancouver Canada
Characters & Creatures for Games

The Gnomon School of Visual Effects

Hollywood, CA
Modeling/Texturing

The Ohio State University

Columbus, OH
B.F.A.: Art and Technology; Minor in Graphic Design