

# Jarien Skywall - 3D Character Artist

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## Skills

- Organic & hard-surface, digital sculpting, low-poly modeling, retopo, UVs, map baking, optimizing assets & in-engine setup
- Materials & texturing using photo compositing, procedurals, & handpainting; knowledge of PBR theory & best practices
- Figure drawing, anatomy, color theory, principles of design, composition, lighting
- Leadership, project management, mentoring, hiring, technical writing, cross-functional stakeholder communication

## Software

- Maya
- ZBrush
- Photoshop
- Substance Painter
- 3D Coat
- 3ds Max
- Unity
- V-Ray
- Substance Designer
- Topogun

## Employment History

- Technical Art Manager**                      **Visible Body**                      **Boston, MA**                      **Jan 2021 – present**
- Standardize, document, & teach 3D art practices
  - Streamline pipeline of 3D assets going from art team to software development team
  - Work with Product Owners, Senior Artists, & Art Director to align improvement initiatives with company priorities
- 3D Character Artist**                      **Poorly Timed Games**                      **Remote**                      **Jul 2020 – May 2021**
- Model & texture 3D characters for debut title *Grim Tranquility*. Collaborate with Concept Artists & Art Director
- 3D Art Manager, 3D Operations**                      **Wayfair, LLC**                      **Boston, MA**                      **Mar 2018 – Jul 2020**
- Identify pipeline needs; propose, lead, & execute cross-team projects; measure business impact & iterate
  - Lead artist team R&Ding techniques for creating photoreal complex surfaces like wicker and fur
  - Define & document technical standards to ensure internal & external artists hit target 3D model quality
- Senior 3D Artist, 3D Visualization**                      **Wayfair, LLC**                      **Boston, MA**                      **Dec 2016 – Mar 2018**
- Lead artist team creating models, materials, lighting, & renders for photoreal images in 3ds Max and V-Ray
  - Work with Seniors to document & teach team standards, and grow the team from 5 to 60 artists in 1 year
- Technical Artist, Wayfair Next**                      **Wayfair, LLC**                      **Boston, MA**                      **Feb 2016 – Dec 2016**
- Models, materials, textures, lighting, performance optimization, UI, UX, pipeline advising
    - Title: *Patio Playground*. Platform: Oculus Rift
    - Title: *IdeaSpace*. Platform: Google Daydream
    - Title: *WayfairView*. Platform: Tango Android devices. This became the *View in 3D* feature of Wayfair's mobile app
- Adjunct Instructor**                      **Mount Ida College**                      **Newton, MA**                      **Sep 2015 – May 2017**
- Teach 3D modeling, texturing, lighting, & rendering to Game Art and Animation Bachelor's students
- Freelance 3D Artist**                      **various clients**                      **Remote**                      **Aug 2009 – present**
- Stylized handpainted character models/textures for educational game to teach computer programming to kids
    - Title: *May's Journey*. Client: Chaima Jemmali, Northeastern University, & UC Santa Cruz. Platform: PC, Web
  - 3D asset creation, optimization, and R&D for virtual reality reconstruction of ancient historical site
    - Title: *MorgantinaVR*. Client: Archimedes Digital. Platform: Google Cardboard/Daydream, Tango Android devices
  - Cartoon style comedic character models & textures for first-person swordplay game
    - Title: *Dad by the Sword*. Client: Rocketcat Games. Platform: PC
- 3D Artist, Technical Artist**                      **VivEd Learning**                      **Iowa City, IA**                      **Jun 2008 – July 2014**
- Create dissectable models for educational apps on PC, mobile, web, and VR platforms for K-12, colleges, & med schools
  - Models, UVs, textures, materials of human & animal anatomy, spaceships, microbiology, environments, & props
  - Create textures for 3D version of Atlas of Human Anatomy, based on Frank Netter MD's medical illustrations
  - Custom shaders via node-based editor, Unity art asset optimization, lighting, particle FX, maintain material & texture library
- 3D Modeler & Texturer**                      **Liquid Development**                      **Portland, OR**                      **Oct 2006 – Apr 2008**
- Organic & hard-surface models, textures, UVs, LODs, collision meshes for AAA clients
    - Title: *Rockband*. Client: Harmonix. Platform: Playstation 3 & Xbox 360
    - Title: *Warhawk*, including *Operation: Omega Dawn* expansion. Client: Incognito. Platform: Playstation 3
    - Title: *Killzone 2*. Client: Guerilla Games. Platform: Playstation 3

## Education

- **Media Arts & Animation, Bachelor of Science** from The Art Institute of Portland                      *Apr 2002 – Jun 2007*
- **Creating Stylized Game Assets**, CGMA course                      *Apr 2020 – Jul 2020*
- **Advanced Video Game Character Creation**, CGsociety.org course                      *Apr 2014 – Jun 2014*
- **Figure Construction & Atelier classes**, Academy of Realist Art, Boston                      *Sep 2013 – May 2014*