

Jason Cruz
Seattle, WA 98119
(707) 315-6527
jzurc09@gmail.com
www.jcruz3d.com

Summary

I am a driven artist dedicated to the creation of incredibly appealing visual productions with a hands-on ability to create in a variety of different styles. Experience in importing ready assets and developing surface shaders for rendering and real time rendering in engines. I have a great understanding of the 3D pipeline with a wide range of 3D creation that include creating high poly, low poly, hard surface, organic, realistic, and stylized 3D models. This includes texture painting and UV unwrapping to create complete assets. I am highly proficient in all Adobe products; a results driven, detail oriented individual with experience in working collaboratively across multiple teams

Skills and Software

Hard Surface Modeling, Organic Modeling, Texture Painting, Digital Painting, Traditional/Digital Sculpting, Illustration, Autodesk Maya, Autodesk 3DS Max, Autodesk Mudbox, Pixologic Zbrush, Modo, Adobe Photoshop, Adobe After Effects, Substance Designer/Painter, Adobe Illustrator, The Foundry Nuke, The Foundry Mari, Unreal Engine, UDK, Unity, Keyshot, Mental Images Mental Ray

3D Environment Artist *Illfonic Games* Aug 2019 to Present

- Create full 3D prop and environment game ready assets for Unreal Engine
- Work in Substance PBR texturing/baking to real time Unreal engine 4 pipeline
- Unwrap UVs and create UV texture mapping layouts

3D Artist *Sanzaru Games* Feb 2017 to Mar 2019

- Create full 3D prop and environment game ready assets for Unreal Engine
- Work in Substance PBR texturing/baking to real time Unreal engine 4 pipeline
- Unwrap UVs and create UV texture mapping layouts

3D Artist *Hectic Digital* Sept 2016 to Nov 2016

- Create full 3D assets with unwrapped UVs and texture maps
- Create/adjust materials and establish realistic lighting/rendering
- Model various 3d assets required for 3D animations and 3D still shots

3D Artist *Amobee* April 2016 to June 2016

- Create precise photorealistic 3D models for immersive three dimensional digital ads
- Unwrap UVs and create UV texture mapping layouts
- Create 3D Models with required efficient and accurate topology

3D Artist *Hectic Digital* Oct 2015 to Dec 2015

- Create various 3D hard surface props and environments
- Unwrap UVs and create UV texture maps for 3D assets
- Texture paint and create color schemes for 3D props and environments

Quality Assurance Tester *2K Games* June 2015 - August 2015

- Identify bugs, defects, and functionality in daily builds
- Trim animations for in gameplay production

3D Digital Artist *Strictly Co. Design* Feb 2014 - April 2014

- Create complete 3D assets for design and visual presentation
- Develop visual concepts that include sketches, paintings, and illustrations in digital formats

Shipped Titles

- Predator Hunting Grounds (PS4, PC)
- Asgard's Wrath VR (PC Oculus Rift)
- Marvel Powers United VR (PC Oculus Rift)
- Spyro Reignited Trilogy (PS4, XBOX, Nintendo Switch)
- NBA 2K16 (PS4, XBOX, PC,)

Awards & Recognition

3rd Place for 3D Hard Surface Modeling *Academy of Art University Spring Show 2014*

Education

Academy of Art University *May 2014 Bachelor of Fine Arts in 3D Animation and Visual Effects, 3D Modeling*

References Available Upon Request