



JASON YOUNG

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Passionate leader with 3+ years experience in modeling and animation. Able to provide and receive direction, and manage diverse personalities and skill sets. Self-motivated and proficient in a variety of digital and traditional media, with excellent troubleshooting ability.

Experience

Creative Industries & Technology/Good Kids Entertainment, Tempe, AZ

Lead Animator

Mar 07-Jun 08

- Led team of artists in all facets of production including 2d and 3d.
- Established standard of quality and enforced art direction.
- Developed procedures and pipeline
- Directed outside contractors in sound design, voice recording, and writing.
- Project management and production scheduling
- Organized and reviewed job applications, and completed interviews.
- Software used: Maya, Photoshop, After Effects, Audition, Project, Excel

3D Animator

Dec 05-Feb 07

- Character animation, modeling, rigging, particle effects, cloth and hair dynamics
- Motion graphics/video editing
- Software used: Maya, Lightwave, Photoshop, After Effects

Intern

Sep 05-Nov 05

Freelance

Vector Artist Signs By Tomorrow, Terros

May 08-Present

- Designed and created vector graphics using Illustrator.

3D Artist Sport Compact Only, Phoenix, AZ

Apr 05-May 05

- Modeled and textured automobiles using 3dsMax and Photoshop.

Teaching

Guest Instructor The Art Institute of Phoenix, Phoenix, AZ

Aug 08-Present

- Advanced Maya techniques.

Projects

Artemis Chronicle

Aug 08-Present

- Animated and rigged characters to be used in XNA using Maya.

Drum God

Mar 07-May 07

- Modeled and textured assets to be used in Ogre3d using Maya and Photoshop.

Skills

Maya•3dsMax•Lightwave•Zbrush•Mudbox•Photoshop•Illustrator•Painter•After Effects•Premiere•Pro Tools•Flash
UnrealEd•Office•3d/2d Animation•Audio Recording/Editing•Digital/Traditional Painting•Drawing/Storyboarding

Education

The Art Institute of Phoenix, Phoenix, AZ

Mar 06

- Bachelor of Arts in Media Arts and Animation
- Award for Best Portfolio – Media Arts & Animation
- Honor Roll

Affiliations

Member - International Game Developers Association

Sep 05-Present

Member - Student Game Developers Association

Aug 05-Mar 06