

Jeff Smith

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Objective

To further my skill as an artist in as many fields as possible.

Education

The Art Institute of Pittsburgh

Bachelor of Science, Game Art and Design. December 2006

Software Skills

3ds Max	Crazy Bump	Maya
Photoshop	XSI	VisualCam
Zbrush	Lightwave	Vray Renderer
Mudbox	Maxwell Render	Modo
Xnormal	Cinema4d	

Production Experience

TRG Reality (January 2009 - Present): Create, texture, and light products for advertisement placement. Cleaning CAD models from clients to create 3d models suitable for realistic rendering.

Black Lantern Studios (March 2008 – December 2008): Create and implement art assets for Nintendo DS and Wii consoles. Making sure art meets publisher and licensor standards.

3000ad: (August 2007- November 2007): Revision of old assets. Bringing old models up to current standards.

Frictional Games: (February 2007 – July 2007): Development of assets according to specific design, and mood. Creation of high resolution and low resolution meshes for normal mapping. Importation of models, physics/collision objects, and materials using proprietary tools.

Animateering (March 2005 – September 2005): Art asset creation for Carnegie Mellon University's Entertainment Technology Center. Characters were used for an attraction at Give Kids The World in Florida.

Affiliations

IGDA: International Game Developers Association.

