

Jason W. McKenzie,

I am dedicated to creating unique and engaging 3D compositions with appeal and intrigue. I pride myself on the knowledge gained in all areas of 3D and I have a proven ability to adapt quickly and learn efficiently in new environments.

Skill set:

- Created Mission specific locations with an emphasis on texture work (normal, spec, diffuse, stateblocks, and reflection) utilizing Shader treatment.
- Excelled in memory management to create the highest quality environments within the specs of the game. Efficient memory problem solving ability to aid both myself and other artists to create the best visual content.
- Worked with Concept Artists on the look and feel of environments, rendering programmers for functionality of shaders including reflection, and Technical Artists to create Visual appealing interactive environments and props.
- Worked with level designers to create in-game support for new character functionalities and created optimal environment layout design.
- Worked with lead artist to review models for aesthetic and technical approval. Create documents to track development and aid in the organization and efficiency of art integration from the art team.
- Created and edited buildings, that include their own unique prop and texture sets, which were instanced throughout the world.
- Created dynamic, animated, and 2-state props to support environment design.
- Learnt and implemented all proprietary software to import prop, static, and instanced geometry into the build.
- Worked on the optimization of cell based memory allocation and implemented techniques to optimize render speed.

Range of Experience

7+ years combined experience:

- 3+ years as Environment Artist
- 1.5 years learning all aspects of digital animation including, modeling, lighting, rigging, and texturing.
- 2-3 years experience in Web, Print & freelance graphic design.

Skills Matrix

Software:

Maya 2010	5+
Photoshop CS4	8+
Zbrush 3	4+
Illustrator CS4	5+
Softimage 6	4+
3d Studio Max 2010	6+
Powerpoint	6+
MS Office	10+
Excel	6+

Years Experience

Employment History

World Artist, United Front Games, Vancouver BC, Feb 2009- Current

Highlight: Created Mission specific locations with an emphasis on texturing, Shader development, Memory management, and Gameplay. Worked with rendering programmers and game designers to create the most visually astonishing gameplay experiences.

Environment Artist, Piranha Games, Vancouver BC, Sept 2008- Feb 2009

Highlight. Created, textured, and imported environment assets for the PS3 and Xbox360 versions of Transformers: Revenge of The Fallen. Worked with Game Designers to implement the vision of the game.

Environment Artist, Radical Entertainment, Vancouver BC, Jan 2008- Aug 2008

Highlight: Created, textured, and imported models into an unannounced cancelled open world PS3 and XBOX 360 AAA title. Elements of level design also were accomplished

Graphic/Video Designer, Exhibitree Displays, Delta, BC, 2005-2005

Highlight: Creating layouts for large scale graphic displays. Utilized Cinema 4D to create a video email that allowed potential customers to see what their display would look like prior to production.

Education

British Columbia Institute of Technology, 2006 Oct – 2007 Oct, Digital Animation Program:

Highlight: Intensive one-year program consisting of all aspects involved in digital animation, including life drawing and 2D animation. Programs taught, Maya 8.5, XSI 6, Photoshop CS2, 3d Studio Max, and Combustion.

Langara College, 2003 – 2005, Display + Design Program:

Highlight: A two-year intensive program consisting of Graphic Design, Interior Design, Special Event/ 3D Design, Business Management and Event Marketing.

Soft Skills

Fluent in English and French, excellent multi-tasking ability, exceptional communication skills, extensive experience in customer service, traveled to Europe and Australia.