JASON A. GARDNER

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ABOUT

I am a 3D Generalist with six years of experience. Half of my time has been professionally in the movie VFX Industry. I accomplish tasks such as asset and environment modeling. My assignments have taken shots from concept to final rendering. I also fulfill tasks such as camera layout, lookdev, and compositing. I am always willing to learn more and experience new ways of doing my work.

EXPERIENCE

3D Generalist | Sycronos Design Inc - Corrales, NM — 04/2023 - Current

- Modeling and texturing assets and sets from concept to completion
- Designing props, vehicles and environments to feel believable and usable
- Modeling fabric for props and characters using Marvelous Designer and Z-Brush
- Look-dev for props, characters, and environments
- Cleaning up pre-existing models using Maya and Z-Brush
- Creating props, sets, and characters to match a specific semi-real art style
- Rigging for props and vehicles and modifying other's rigs
- Setup assets with materials in Houdini, Solaris from Substance Painter
- Working with other artists to meet tight schedules and budgets

Junior 3D Generalist | Industrial Light and Magic (ILM) - San Francisco, CA — 08/2021 - 01/2023

- Projects consisted of movies and online streaming series
- Modeling assets for environment backgrounds and wide shots using 3Ds Max and Maya
- Procedurally generate assets for the environments using Houdini
- Texturing assets procedurally and in Substance Painter
- Lighting environments based on concept and research of lighting conditions in Maya and Unreal
- Layout of scene assets to match concept art and art direction
- Rendering sequences of shots out to rendering farms with 3Ds Max using VRAY

Junior VAD Artist | Halon Entertainment - Glendale, CA — 10/2020 - 02/2021

- For previs in Unreal environments
- Previs modeling and texturing for Unreal
- Optimizing new and pre-existing models for Unreal
- Lighting and Rendering sequences out of Unreal

3D Generalist | Ingenuity Studios - Los Angeles, CA — 06/2020 - 08/2020, 02/2021 - 08/2021

- Projects: TV shows, Streaming Series, Commercials, and Music videos
- Modeling assets for close up and background using Maya and Houdini
- Creating destructible elements for VFX department
- Texturing assets in Substance Painter for Maya and Unreal
- Lighting and Rendering sequences out of Houdini using Renderman
- Compositing renders with plate elements for daily review in Shot Grid
- Managing multiple projects with overlapping deadlines
- Look Dev assets and enviornments for client feedback

SKILLS

Modeling: AutoDesk Maya, 3Ds Max, Z-Brush, Houdini - Solaris, Marvelous Designer
Texturing: Adobe Subsatnce Painter, Substance Designer
Compositing: Nuke, Adobe Cloud Suite - Premier, After Effects
Engines: Unreal
Rendering: Vray, Renderman, Arnold, Redshift
Pipeline: Shot Grid, Perforce, Notion, Dropbox

EDUCATION

GNOMON SCHOOL OF VISUAL EFFECTS — 06/2017 - 12/2019

3 Year Program Certificate: Entertainment Design / Digital Production