

JACK GIBBONS

SKILLS

Art pipeline: 3D modeling, rigging, skinning, texturing, shading, keyframe animation, scripting and tool development, Python, MEL, PyMel, OpenMaya, PySide, C#.

Software: Maya, Blender, 3ds Max, MotionBuilder, Zbrush, Substance Painter, Substance Designer, Photoshop, Illustrator, XNormal, Unity, Unreal Engine.

RECENT EXPERIENCE

Elsevier — *3D Generalist / Tech Artist*

SEPT 2021 - PRESENT

- Maya Python toolset management, custom art and export tools, startup scripts, preference standards, scene settings, shared shelf resources, technical R&D and team presentations. PySide and QT Designer integration for GUI development.
- Unity asset implementation, character systems, animator controllers, resource management and performance monitoring, custom C# editor tools, default UI improvements, shader graphs, particle systems, post processing.
- Keyframe animation, accessory and prop modeling, UV mapping, texturing, rigging, Substance Designer assets, character portrait designs, icons, Agile development.

Shadow Health — *3D Animator (Contract)*

APR 2021 - SEP 2021

- Keyframe animation, motion capture cleanup, Python Motionbuilder toolset.
- Unity asset implementation, character systems, animator controller construction.

Radcats Karaoke — *3D Artist (Freelance)*

FEB 2021 - MAR 2021

- 3D modeling in Maya, rigging, UV mapping, texturing.
- glTF format, technical troubleshooting, error handling.

EDUCATION

The University of New Mexico — *Media Arts and Animation, Art History*

SEPT 2002 - JUNE 2006, Albuquerque

Animation, film production, web design, editing, compositing, history and analysis.

AWARDS

FEB 2017 3D-Station France, Sketchfab model of the month. <https://skfb.ly/Zu6R>