4159 STECK AVE, AUSTIN, TX 78759   (505) 227-1330   jack.gibbons@gmail.com   https://gibby3d.com/

JACK GIBBONS

SKILLS

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

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

RECENT EXPERIENCE

SciPlay — *Senior Technical Artist* — APRIL 2024 - PRESENT
- Unity project structure and organization, asset implementation, Addressables setup, UI Canvas layout, performance profiling, custom shaders, C# components and tools.
- System design, technical briefs, artist mentoring, documentation.

Elsevier — *3D Generalist / Technical Artist* — SEPT 2021 - MAR 2024
- Maya Python toolset management, custom art and export tools, startup scripts, scene settings, shared shelf resources, technical R&D and team presentations. PySide and QT Designer integration for GUI development.
- Unity asset implementation, character systems, animation controllers, environment lighting, custom C# editor tools, default UI improvements, shader graphs, particle systems, post processing, resource management and performance profiling.
- Keyframe animation, accessory and prop modeling, UV mapping, texturing, rigging, Substance Designer assets, character portraits, icons.

Shadow Health — *3D Animator* — APR 2021 - SEP 2021
- Keyframe animation, motion capture cleanup, HIK, Python toolset development.
- Unity asset implementation, character systems, animation controller construction.

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