

JACK GIBBONS

SKILLS

Art pipeline: 2D concept design, 3D modeling, rigging, skinning, texturing, lighting, shading, keyframe animation, particle systems, rendering, compositing, scripting, tool development, Python, MEL, PyMel, OpenMaya, PySide, C#, HLSL, Shaderlab, Copilot, Claude Code.

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

RECENT EXPERIENCE

SciPlay — *Senior Technical Artist* — APRIL 2024 - PRESENT

- Unity project structure and organization, asset implementation, art polish, Addressables, Asset Bundles, UI Canvas, performance profiling, asset optimization, draw call reduction, post-processing, custom shaders, C# components, editor tools, R&D.
- System design, prototyping, 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, project settings, shared resources, technical R&D and team presentations. PySide and QT Designer integration for tool GUI.
- Unity art asset implementation, custom character systems, Mechanim animation controllers, environment lighting, C# editor tools, UI improvements, shader graphs, particle systems, resource management and performance profiling.
- Keyframe animation, accessory and prop modeling, UV mapping, texturing, rigging, Substance Designer assets, 2D character designs, icons.

Shadow Health — *3D Animator* — APR 2021 - SEP 2021

- Keyframe animation, motion capture cleanup, HIK, Python toolset development.
- Unity animation implementation, custom character systems, animation controllers.

EDUCATION

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

SEPT 2002 - JUNE 2006, Albuquerque

3D animation, Adobe Flash, ActionScript, digital video production, web design, editing, compositing, history and analysis.

AWARDS

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