

JAKE GREEN

3 D A R T I S T

WWW.JAKEGREENANIMATION.COM · 817.694.6591 · JAKE@JAKEGREENANIMATION.COM

PROFESSIONAL EXPERIENCE

LOS ALAMOS NATIONAL LABORATORY

3D ASSET CREATION AND SOFTWARE DEVELOPMENT

- DETAILED AND REALISTIC MODELS OF FACILITIES, EQUIPMENT, VEHICLES, PEOPLE, AND ENVIRONMENTS FOR USE IN NUCLEAR SAFEGUARDS AND EMERGENCY RESPONSE SUPPORT.
- SCRIPTING/PROGRAMMING FUNCTIONALITY FOR SIMULATIONS
- ANIMATIONS FOR SIMULATIONS IN UNITY GAME ENGINE AND ILLUSTRATIVE MOVIES
- STANDALONE SIMULATION MODULES USING UNITY GAME ENGINE

SUMMER 2009
SUMMER 2010
TO PRESENT

UNIVERSITY OF THE INCARNATE WORD

RESEARCHER, COMPUTER GRAPHIC ARTS DEPT.

- RESEARCHED NATIONWIDE GRADUATE PROGRAMS IN COMPUTER GRAPHIC ARTS OR SIMILAR FIELDS FOR PRELIMINARY SUPPORT OF PROGRAM DEVELOPMENT AT UNIVERSITY OF THE INCARNATE WORD

SUMMER 2007

3D ARTIST

- CREATED ARCHITECTURAL MODELS OF BUILDINGS ON CAMPUS FOR PROSPECTIVE INTERACTIVE TOUR TO BE BUILT USING UNITY3D GAME ENGINE

SUMMER 2009

EDUCATION

UNIVERSITY OF THE INCARNATE WORD

BACHELOR OF FINE ARTS: 3D ANIMATION/COMPUTER GRAPHIC ARTS

MAY 2010

AWARDS

BRASS RING AWARDS

FOR WORK DONE AS UNDERGRADUATE STUDENT

GOLD: IN THE *GAMING AND ANIMATION – 3D MODEL* CATEGORY

MARCH 2011

MERIT: IN THE *GAMING AND ANIMATION – 3D ANIMATION* CATEGORY

MARCH 2011

MERIT: IN THE *GAMING AND ANIMATION – 3D GAME MOD OR LEVEL DESIGN* CATEGORY

MARCH 2011

TECHNICAL EXPERTISE

SOFTWARE:

AUTODESK MAYA, AUTODESK MUDBOX, MENTAL RAY, MAXON CINEMA 4D, UNITY3D GAME ENGINE, ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR, ADOBE DREAMWEAVER, ADOBE AFTER EFFECTS, ADOBE PREMIER

PROGRAMMING

LANGUAGES:

JAVASCRIPT AND BASIC C#