

Jarien Skywall - 3D Character Artist

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Skills

- Organic & hard-surface, digital sculpting, retopo & lowpoly, UVs, baking maps, optimizing assets, in-engine setup.
- Knowledge of PBR theory & best practices; procedural node-based materials & textures, handpainting textures.
- Foundation/traditional skills: figure drawing, anatomy, color theory, principles of design, composition, lighting.
- Leadership, project management, hiring, training, technical writing, cross-functional stakeholder communication.

Experience

- 3D Art Lead** *Rocketcat Games* *Remote* *Feb 2024 – present*
- Set/refine 3D art creation visual & technical standards, with Art & Tech Lead & Creative Director, and create 3D assets.
- Freelance 3D Artist** *Various clients* *Remote* *Aug 2009 – present*
- Select projects:
- Title: *BeeQuest*. Client: Niantic. Platform: Web.
 - Model, texture, rig, animate, export glTF of creatures, props, and environments for asynchronous AR & VR game.
 - Title: *Numaka*. Client: FableVision Studios (with Chugachmiut, an Alaskan Native consortium). Platform: iPad, Android.
 - Model and texture stylized characters, environments, and props for multi-award-winning pre-K educational game.
 - Title: *various*. Client: SuperScience LLC. Platform: VR.
 - Model and texture characters, props, and vehicles; assistance with tech art & art direction.
- Technical Art Manager** *Visible Body* *Boston, MA* *Jan 2021 – Dec 2022*
- Standardize, document, & teach 3D art practices. Streamline pipeline of 3D assets from art team to software dev team.
 - Work with Product Owners, Artist Managers, & Art Director to align improvement initiatives with company priorities.
- 3D Character Artist** *Poorly Timed Games* *Remote* *Jul 2020 – May 2021*
- Model & texture 3D characters for debut title *Grim Tranquility*. Collaborate with Concept Artists & Art Director.
- 3D Art Manager, 3D Operations** *Wayfair, LLC* *Boston, MA* *Mar 2018 – Jul 2020*
- Identify pipeline needs; propose, lead, & execute cross-team projects; measure business impact & iterate.
 - Lead a team of artists R&Ding techniques for creating photoreal complex surfaces like wicker, fur, velvet, & tufting.
 - Define & document technical standards to ensure internal & external artists hit target 3D model quality.
- Senior 3D Artist, 3D Visualization** *Wayfair, LLC* *Boston, MA* *Dec 2016 – Mar 2018*
- Lead a team of artists creating models, materials, lighting, & renders for photoreal images in 3ds Max and V-Ray.
 - Work with Seniors to document & teach team standards, and grow the team from 5 to 60 artists in 1 year.
- Technical Artist, Wayfair Next** *Wayfair, LLC* *Boston, MA* *Feb 2016 – Dec 2016*
- Models, materials, textures, lighting, performance optimization, UI, UX, pipeline advising.
 - Released 3 titles in under a year: *Patio Playground* on Oculus Rift, *IdeaSpace* on Google Daydream, and *WayfairView* on Tango-enabled Android devices (this became the *View in 3D* feature of Wayfair's mobile app).
- Adjunct Instructor** *Mount Ida College* *Newton, MA* *Sep 2015 – May 2017*
- Teach 3D modeling, texturing, lighting, & rendering to Game Art and Animation Bachelor's students.
- 3D Artist, Technical Artist** *VivEd Learning* *Iowa City, IA* *Jun 2008 – July 2014*
- Model & texture dissectable human & animal anatomy & microbiology, and environments and props.
 - Create assets for educational apps on PC, mobile, web, and VR platforms for K-12, colleges, & med schools.
 - Unity art asset optimization, node-based custom shader creation, lighting, particle FX, maintain material/texture library.
- 3D Modeler & Texturer** *Liquid Development* *Portland, OR* *Oct 2006 – Apr 2008*
- Select projects:
- Title: *Rockband*. Client: Harmonix. Platform: Playstation 3 & Xbox 360. Tasks: Model, UV, texture guitars, basses, amps.
 - Title: *Warhawk*, inc. *Operation: Omega Dawn* expansion. Client: Incognito. Platform: PS3. Tasks: models, UVs, collisions.
 - Title: *Killzone 2*. Client: Guerilla Games. Platform: PS3. Tasks: Props, character faces and hair.

Software

- Maya
- ZBrush
- Substance Painter/Designer
- Photoshop
- 3D Coat
- Git
- 3ds Max
- Unity
- Marmoset Toolbag
- V-Ray
- Topogun
- Gsheets/Excel

Education

- **Media Arts & Animation, Bachelor of Science** from The Art Institute of Portland *Apr 2002 – Jun 2007*
- **Advanced Stylized Character Art Mentorship**, via CGMA. Instructor: Weston Reid. *Jan 2023 – Apr 2023*
- **Individual Character Art Mentorship**, via The Mentor Coalition. Mentor: Josh Singh. *Feb 2023 – Mar 2023*
- **Creating Stylized Game Assets**, via CGMA. Instructor: Ashleigh Warner. *Apr 2020 – Jul 2020*