Jarien Skywall - 3D Character Artist

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Skills

- Organic & hard surface modeling, digital sculpting, retopology & low-poly modeling, real-time asset optimization.
- UVs, baking maps, PBR theory & best practices; procedural node-based materials & textures, handpainting textures.
- Traditional art skills: figure drawing, anatomy, color theory, principles of design, composition, lighting.
- Leadership, project management, hiring, training, technical writing, cross-functional stakeholder communication.

Experience

Freelance 3D Artist　　　　　　*Various clients*　　　　*Remote*　　　　*Aug 2009 – present*

Select game development projects:
- Title: *May's Journey*. Client: Chaima Jemmali, Northeastern University, & UC Santa Cruz. Platform: PC, Web.
  - Handpainted artistic stylized fantasy characters for educational game that teaches computer programming.
- Title: *Botanical Blaster*. Client: Mousepack & Niantic. Platform: Web VR & mobile AR.
  - Model, texture, & export props for demo project for developers using Niantic's 8th Wall platform. Some concept art.
- Title: *BeeQuest*. Client: Niantic. Platform: Web VR & mobile AR.
  - Model, texture, rig, animate, & export creatures, props, & environments for three.js for 8th Wall. Some concept art.
- Title: *Nunaka*. Client: FableVision Studios (with Chugachmiut, an Alaskan Native consortium). Platform: iPad, Android.
  - Model & texture stylized characters, environments, & props for multi-award-winning pre-K educational game.
  - Work with Art Lead to translate 2D art to in-game 3D art while maintaining and refining the visual direction.
- Title: *various*. Client: SuperScience LLC. Platform: VR.
  - Model & texture characters, props, & vehicles; help with game engine implementation, technical art, & art direction.

Technical Art Manager　　　　　*Visible Body*　　　　*Boston, MA*　　　　*Jan 2021 – Dec 2022*
- Document & teach 3D art standards. Streamline Artist-to-Dev production pipeline. Solve technical challenges.
- Supervise Tech Artist. Oversee automation tools & align them to priorities of Product Owners, Artists, & leadership.

3D Character Artist　　　　　　*Poorly Timed Games*　　*Remote*　　　　*Jul 2020 – May 2021*
- Model & texture characters & creatures. Collaborate with Concept & Narrative to ensure art upholds game's worldbuilding.

3D Art Manager, 3D Operations team　*Wayfair*　　　　*Boston, MA*　　　　*Mar 2018 – Jul 2020*
- Define & document visual & technical standards to ensure internal & external 3D artists hit target quality.
- Lead R&D artist team developing techniques to create complex surfaces like wicker, fur, velvet, tufting, and wood.
- Identify pipeline needs; propose, prioritize, lead, & contribute to cross-team projects; track impact metrics & iterate.

Senior 3D Artist, 3D Visualization team　*Wayfair*　　　　*Boston, MA*　　　　*Dec 2016 – Mar 2018*
- Lead, mentor, & give consistent feedback to artist team creating models, materials, lighting, & renders for photoreal images.
- Help steward respectful communication, culture, & professionalism while growing team of 5 to 60 artists in 1 year.

Technical Artist, Wayfair Next team　　*Wayfair*　　　　*Boston, MA*　　　　*Feb 2016 – Dec 2016*
- Models, materials, textures, lighting, UI, UX, performance optimization, pipeline advising.
- Launch 3 titles in under 1 year: *Patio Playground* (Oculus Rift), *IdeaSpace* (Google Daydream), *WayfairView* (AR/mobile).

Adjunct Instructor　　　　　　*Mount Ida College*　　*Newton, MA*　　　　*Sep 2015 – May 2017*
- Teach 3D modeling, UV mapping, 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 scientifically accurate dissectable human & animal anatomy & microbiology. Some environments & props.
- Create assets for educational apps on PC, mobile, web, and VR platforms used in high schools, colleges, & medical schools.
- Unity art asset optimization, node-based custom shader creation, lighting, particle FX, maintain material/texture library.

3D Artist　　　　　　　　　*Liquid Development*　*Portland, OR*　　　*Oct 2006 – Apr 2008*
- Models, UVs, textures, LODs, collisions for AA & AAA clients; create art ranging from handpainted stylized to photoreal.
- Select projects include *Rockband* (client: Harmonix), *Warhawk* (client: Incognito), & *Killzone 2* (client: Guerrilla Games).

Software

• Maya	• ZBrush	• Substance Painter/Designer	• Photoshop	• 3DCoat	• Git, Jira, Trello
• 3ds Max	• Unity	• Marmoset Toolbag	• V-Ray	• Topogun	• GSuite & MS Office

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*