

Jarien Skywall - 3D Character Artist

contact@jariensky.com | jariensky.artstation.com | [linkedin.com/in/jariensky](https://www.linkedin.com/in/jariensky)

Skills

- Organic & hard-surface high-res sculpts, retopology, UVs, map baking, materials, in-engine asset setup
- Texturing using photo compositing, procedurals, & handpainting; knowledge of PBR theory & best practices
- Figure drawing, anatomy, color theory, principles of design, composition, lighting
- Leadership, project management, mentoring, technical writing, cross-functional stakeholder communication

Software

- Maya
- ZBrush
- Photoshop
- Substance Painter
- 3D Coat
- 3ds Max
- Unity
- V-Ray
- Substance Designer
- Topogun

Employment History

- 3D Character Artist** *Poorly Timed Games* *Remote* *Jul 2020 – present*
- Model & texture 3D characters for unannounced title. 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 artist team R&Ding techniques for creating photoreal complex surfaces like wicker and fur
 - 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 artist team 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*
- Create models, materials, and textures, and develop 3D workflows, for VR & AR apps on desktop & mobile
 - Work cross-functionally with engineers (real-time optimization) and creative & copywriting teams (UX & UI)
- 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*
- Create dissectable models for real-time interaction on PC, mobile, web, & VR for K-12, colleges, & med schools
 - Human & animal anatomy, spaceships, microbiology, environments, & props
 - Create textures for 3D version of Atlas of Human Anatomy, based on Frank Netter MD's medical illustrations
- 3D Modeler & Texturer** *Liquid Development* *Portland, OR* *Oct 2006 – Apr 2008*
- Organic & hard-surface models, textures, LODs, collisions for AAA clients for PS3, PC, & Xbox 360 games

Select Titles

- **May's Journey** (Chaima Jemmali, Ph.D. project, Northeastern University): Handpainted 3D characters for educational computer programming game. *Web and PC.*
- **Cyber-Anatomy** (VivEd Learning): Human and animal anatomical models, textures, in-engine art asset setup, performance optimization. *PC, web, mobile, & space.*
- **Dad by the Sword** (Rocketcat Games): Stylized comedic characters for first-person swordplay game. *PC.*
- **Patio Playground** (Wayfair): Materials, textures, models, lighting, performance optimization, UI, UX for sandbox VR experience. *Oculus Rift.*
- **Rockband** (Liquid Development. Client: Harmonix): Model and texture musical instrument props and set up in proprietary engine. *PS3, X360.*
- **Freaky Creatures** (Liquid Development. Client: Abandon Interactive): Environment and prop models & textures. *PC, mobile.*

Education

- **Media Arts & Animation, Bachelor of Science** from The Art Institute of Portland *Apr 2002 – Jun 2007*
- **Creating Stylized Game Assets**, CGMA course *Apr 2020 – Jul 2020*
- **Advanced Video Game Character Creation**, CGsociety.org course *Apr 2014 – Jun 2014*
- **Figure Construction & Atelier classes**, Academy of Realist Art, Boston *Sep 2013 – May 2014*