

Jarien Skywall - Art Manager & Senior 3D Artist

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Skills

Hard-surface & organic 3D assets from high-res sculpt to UVd engine-optimized models/materials with baked maps. Texturing by handpainting, procedural generation, and photo compositing. Understanding of PBR material theory. Figure drawing, anatomy, color theory, principles of design, composition, lighting. Team leadership, project management, mentoring, technical writing, business/art/tech stakeholder communication.

Select Titles

IdeaSpace (Wayfair): 3D pipeline, asset cleanup & in-engine setup, stereoscopic 360 lighting/renders, UX. *Daydream*.

Patio Playground (Wayfair): Materials, textures, models, lighting, performance optimization, UI, UX. *Oculus Rift*.

MorgantinaVR (Archimedes Digital): Environment models & textures, in-engine asset setup, advising real-time best practices, balancing historical accuracy with consistent aesthetics. *Vive, Gear VR, Cardboard/Daydream, Tango*.

Cyber-Anatomy & Cyber Science 3D: Models, textures, in-engine art asset setup, performance optimization for educational software - human/animal anatomy, bioscience, vehicles, mechanics. *PC, web, mobile, zSpace*.

Games through Liquid Development:

Rockband (client: Harmonix): Prop models, textures, & in-engine setup – musical instruments. *PS3, X360*.

Warhawk (client: Incognito): Environment models, LODs, & collision meshes. *PS3*.

Freaky Creatures (client: Abandon Interactive): Environment and prop models & textures. *PC, mobile*.

Software

Maya	ZBrush	Photoshop	Substance Painter	3D Coat	Excel & GSheets
3ds Max	Unity	V-Ray	Substance Designer	Topogun	SVN & Git

Employment History

3D Art Manager, 3D Model Operations – Wayfair, LLC **Boston, MA** **Mar'18 – present**

- Identify pipeline needs; propose/lead/execute cross-team processes, measure business impact & iterate
- Lead a team of artists who ensure that external contract modelers hit target 3D model quality, by creating reusable model and material resources and defining and communicating technical standards

Senior 3D Artist, 3D Visualization – Wayfair, LLC **Boston, MA** **Dec'16 – Mar '18**

- 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 best practices, organize projects, grow the team (from 5-60 artists in 1 yr)

Technical Artist, Wayfair Next team – Wayfair, LLC **Boston, MA** **Feb'16 – Dec'16**

- Develop 3D workflows. Create models, materials, textures. Work with engineering, creative, & copywriting teams
- VR & AR apps on desktop & mobile – optimize performance, create & iterate on UX & UI

Adjunct Instructor – Mount Ida College **Newton, MA** **Sep '15 – May '17**

- Teach 3D modeling, texturing, lighting, & rendering to Game Art and Animation Bachelor's students

Freelance 3D Artist – various clients **Telecommute** **Aug '09 – Present**

- Hard-surface & organic models, textures, and materials for unannounced title by indie studio Superscience LLC
- 3D asset creation, optimization, and R&D for Archimedes Digital - augmented reality and virtual reality projects in the humanities and academia, on Google Cardboard/Daydream and Tango-enabled Android devices
- Cartoon style character models & textures for Rocketcat Games title Dad by the Sword. Platform: PC

3D Artist, Technical Artist – Cyber Science 3D **Iowa City, IA** **Jun '08 – Jun '09, Apr '11 – Jul '14**

- Create dissectable human & animal anatomical models for real-time interaction on PC, mobile, web, & VR
- Spaceships, microbiology, environments, & props for K-12, colleges, and med school educational software
- Library of materials, shaders, and textures. Lighting, lightmapping, and particle effects
- Create textures from Frank Netter MD's medical illustrations for 3D version of Atlas of Human Anatomy

3D Modeler & Texturer – Liquid Development **Portland, OR** **Oct '06—Apr '08**

- 3D models, textures, LODs, collision meshes for AAA clients for games on PS3, PC, and Xbox 360

Education

Media Arts & Animation, Bachelor of Science from The Art Institute of Portland	<i>Jun '07</i>
Advanced Video Game Character Creation , CGsociety.org online course	<i>Apr '14—Jun '14</i>
Figure Construction & Atelier classes , Academy of Realist Art, Boston	<i>Sep '13—May '14</i>