

# Jarien Skywall - 3D Character Artist

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## Skills

- Organic & hard-surface, digital sculpting, low-poly modeling, retopo, UVs, map baking, optimizing assets & in-engine setup
- Materials & 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

- |   |                           |                      |                             |
|---|---------------------------|----------------------|-----------------------------|
| <b>Technical Art Manager</b>  | <b>Visible Body</b>       | <b>Boston, MA</b>    | <b>Jan 2021 – present</b>   |
| <ul style="list-style-type: none"><li>• Standardize, document, &amp; teach 3D art practices.</li><li>• Streamline pipeline of 3D assets going from art team to software development team.</li><li>• Work with Product Owners, Senior Artists, &amp; Art Director to align improvement initiatives with company priorities.</li></ul>  |                           |                      |                             |
| <b>3D Character Artist</b>  | <b>Poorly Timed Games</b> | <b>Remote</b>        | <b>Jul 2020 – present</b>   |
| <ul style="list-style-type: none"><li>• Model &amp; texture 3D characters for upcoming title. Collaborate with Concept Artists &amp; Art Director.</li></ul>  |                           |                      |                             |
| <b>3D Art Manager, 3D Operations</b>  | <b>Wayfair, LLC</b>       | <b>Boston, MA</b>    | <b>Mar 2018 – Jul 2020</b>  |
| <ul style="list-style-type: none"><li>• Identify pipeline needs; propose, lead, &amp; execute cross-team projects; measure business impact &amp; iterate</li><li>• Lead artist team R&amp;Ding techniques for creating photoreal complex surfaces like wicker and fur</li><li>• Define &amp; document technical standards to ensure internal &amp; external artists hit target 3D model quality</li></ul>   |                           |                      |                             |
| <b>Senior 3D Artist, 3D Visualization</b>   | <b>Wayfair, LLC</b>       | <b>Boston, MA</b>    | <b>Dec 2016 – Mar 2018</b>  |
| <ul style="list-style-type: none"><li>• Lead artist team creating models, materials, lighting, &amp; renders for photoreal images in 3ds Max and V-Ray</li><li>• Work with Seniors to document &amp; teach team standards, and grow the team from 5 to 60 artists in 1 year</li></ul>   |                           |                      |                             |
| <b>Technical Artist, Wayfair Next</b>   | <b>Wayfair, LLC</b>       | <b>Boston, MA</b>    | <b>Feb 2016 – Dec 2016</b>  |
| <ul style="list-style-type: none"><li>• Models, materials, textures, lighting, performance optimization, UI, UX, pipeline advising<ul style="list-style-type: none"><li>◦ Title: <i>Patio Playground</i>. Platform: Oculus Rift.</li><li>◦ Title: <i>IdeaSpace</i>. Platform: Google Daydream.</li><li>◦ Title: <i>WayfairView</i>. Platform: Tango Android devices. This became the <i>View in 3D</i> feature of Wayfair's mobile app</li></ul></li></ul>  |                           |                      |                             |
| <b>Freelance 3D Artist</b>  | <b>various clients</b>    | <b>Remote</b>        | <b>Aug 2009 – present</b>   |
| <ul style="list-style-type: none"><li>• Stylized handpainted character models/textures for educational game to teach computer programming to kids<ul style="list-style-type: none"><li>◦ Title: <i>May's Journey</i>. Client: Chaima Jemmali, Northeastern University, &amp; UC Santa Cruz. Platform: PC, Web.</li></ul></li><li>• 3D asset creation, optimization, and R&amp;D for virtual reality reconstruction of ancient historical site<ul style="list-style-type: none"><li>◦ Title: <i>MorgantinaVR</i>. Client: Archimedes Digital. Platform: Google Cardboard/Daydream, Tango Android devices</li></ul></li><li>• Cartoon style comedic character models &amp; textures for first-person swordplay game<ul style="list-style-type: none"><li>◦ Title: <i>Dad by the Sword</i>. Client: Rocketcat Games. Platform: PC.</li></ul></li></ul> |                           |                      |                             |
| <b>Adjunct Instructor</b>   | <b>Mount Ida College</b>  | <b>Newton, MA</b>    | <b>Sep 2015 – May 2017</b>  |
| <ul style="list-style-type: none"><li>• Teach 3D modeling, texturing, lighting, &amp; rendering to Game Art and Animation Bachelor's students</li></ul>   |                           |                      |                             |
| <b>3D Artist, Technical Artist</b>  | <b>VivEd Learning</b>     | <b>Iowa City, IA</b> | <b>Jun 2008 – July 2014</b> |
| <ul style="list-style-type: none"><li>• Create dissectable models for educational apps on PC, mobile, web, and VR platforms for K-12, colleges, &amp; med schools</li><li>• Models, UVs, textures, materials of human &amp; animal anatomy, spaceships, microbiology, environments, &amp; props</li><li>• Create textures for 3D version of Atlas of Human Anatomy, based on Frank Netter MD's medical illustrations</li><li>• Custom shaders via node-based editor, Unity art asset optimization, lighting, particle FX, maintain material &amp; texture library</li></ul>   |                           |                      |                             |
| <b>3D Modeler &amp; Texturer</b>  | <b>Liquid Development</b> | <b>Portland, OR</b>  | <b>Oct 2006 – Apr 2008</b>  |
| <ul style="list-style-type: none"><li>• Organic &amp; hard-surface models, textures, UVs, LODs, collision meshes for AAA clients<ul style="list-style-type: none"><li>◦ Title: <i>Rockband</i>. Client: Harmonix. Platform: Playstation 3 &amp; Xbox 36</li><li>◦ Title: <i>Warhawk</i>, including <i>Operation: Omega Dawn</i> expansion. Client: Incognito. Platform: Playstation 3</li><li>◦ Title: <i>Killzone 2</i>. Client: Guerilla Games. Platform: Playstation 3</li></ul></li></ul>   |                           |                      |                             |

## 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*