

# ALAN JACOBSON

3D artist

www.ADJART.com

734.417.5796 – Alanjacobson@comcast.net

## Experience

06/15 - current **www.3DRESIDENCE.com – Creative Director – Co-Founder**

### Largo, FL

- Lead in HDR Photography, teaching the process and using the process
- Main 3D Artist, involved in creating the 3D renders and 3D video sequences.
- Web site developer, designed and maintain the website.
- Meet with home sellers and realtors to collaborate on properties.
- Measure out floor plans and create graph paper sketches for 3D model production

10/14 - 04/15 **Pluto Post Productions - 3D artist**

### Birmingham, MI

- Model environments for Chevrolet commercials using 3DS Max
- Convert vehicle CAD data to 3DS Max and create custom shaders for car materials
- Organize and simplify vehicle data for team usage.
- Rig and animate vehicle drive sequences using Car Craft and standard animation concepts.
- Work with a team of 4 to storyboard and create camera angles
- Create dynamic lighting with Vray HDRI lighting and Vray lights
- Render EXR Sequences with layers and edit them within Nuke.
- Pull all sequences from Nuke to After Effects for final cut

08/12 – 08/14 **Marketing Associates - Lead 3D Artist**

### Detroit, MI

- Conceptualize with a team a 3D based web UI for a vehicle configurator to purchase parts for Ford's new Transit/Transit Connect vehicles
- Convert vehicle CAD data to 3DS Max and perform various cleaning on CAD data within Max as well as organize files for quick access.
- Create custom Vray Shaders and lighting systems to produce PNG based image sequences for online 3D image based system.
- Managed product information and data oriented around vehicle parts. Entered part information and built placements on the website for Parts and accessories which worked together.
- Worked with Ford and various upfitters to confirm correct colors and product placements

11/10 – 6/12 **Pixofactor Entertainment – 3D Environment Artist/ Motion Graphic Artist**

### Royal Oak, MI

- worked under a lead environment artist to produce environments for Wii titles as well as various mobile titles.
- Created texture atlases for model libraries to be efficient on space in game.
- Worked on a tight triangle limit for environments while producing for Wii/Ipad titles
- Engineer a custom method for producing golf courses in 3D quickly and documented the method for future modelers to use.
- Worked as part of the Photoshop/After Effects Motion comic team.
- Rotoscoped over 400 individual panels and prepared them for use in various animation styles in After Effects
- Worked as an animator on the motion graphics team using IK rigs and 3D cameras in AE.

#### SHIPPED TITLES at Pixofactor

- **Ben Hogan's: Five lessons** - ( Wii title – unfunded not released)
- **Zorro: Shadow of Vengeance** – (Iphone/Ipad/ Android game)
- **Gaslight** – (Iphone/Ipad/Android game)
- **Graphic Elvis Interactive** – (Iphone/Ipad/ Android App)

## Motion Comics at Pixofactor

- Guy Ritchies: Game keeper
- The Silver Scorpion
- John Woo's 7 Brothers
- Graphic Elvis interactive (3 motion comics)

## Teaching **International Academy of Design and Technology – 3D modeling instructor** 1/14 – 4/14 **Troy, MI**

- teach classes of students on the principles of efficient modeling for games.
- Tree models with various levels of detail for game engines
- Architectural building using a texture atlas
- Art test prep and timed art tests for portfolio prep

## 06/13 – 12/13 **Baker College – 3D animation and Game Design Instructor** **Auburn Hills, MI**

- Teach classes on the basics of 3DS Max and modeling in general
- Teach basic animation principles
- Teach kids how to create basic video games using Game Creator and Unreal 3/UDK

## Software **3DS Max - Vray - Maya - Photoshop - Zbrush - Realflow - After Effects - Nuke - Unity – Unreal 3 + 4 - Illustrator**

## Skills

- High resolution modeling for organic surfaces and model usage for Normal map baking.
- Low resolution game models using texture atlases.
- High end realistic style rendering using Vray cameras and lighting.
- Game design – working in Unity or Unreal developing level layouts and designing the user experience through the level.
- Cartoon inspired. Digitally drawing and animating as well as voicing quirky characters.

## Education

2009

**Bachelors Degree – Applied Science in Game Art and Design**  
**Westwood College – Woodridge ,IL**

2006

**Studies in Animation/Photography**  
**Washtenaw Community College – Ypsilanti, MI**

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