

**Primary Software**  
3DS Max - Vray - Photoshop - Zbrush - Premiere - After Effects  
**Secondary Software**  
Unreal 5 - 3DVista VR - Wordpress - Web FTP

**Education**  
Bachelors  
Applied Science  
Game art and Design

## Professional Experience

### Owner and Operator

- Started Fireheart Games - Board game development company www.FireheartGames.com
- Creator of Devilish Dice - Adult board game that was successfully funded on Kickstarter
- Creator of Project: First Dates - Dating card Game and dating service in St Petersburg Florida.
- Started DBA Alan Jacobson Photography - HDR Photography combined with 3D art. This art is featured at Shopapalooza and Locatopia - www.Alanjacobson.photography
- Started 3DResidence.com - Real estate based CGI and photography company that does VR and content using Unreal 5.

### 3D Visualizer - Modeling, Animating, Vray lighting, Video Production, VR Rendering

Work as a video content producer responsible for collaborating with clients to create 3D videos for them to describe new roadways that engineers want to build.

- Work directly with clients to take project animations and VR experiences to completion.
- Create and manage web based 3D VR projects and Wordpress based websites.
- Create models using CAD data of existing and newly proposed roadways.
- Generate detailed before and after CGI assisted animations to help engineers describe new roadway projects.
- Create virtual reality and augmented reality experiences for clients using roadway projects.

### 3D Artist - Modeling, Animating, Vehicle rigging, Vray lighting

Worked with 3DS Max/Vray based team to create videos for Chevy to present vehicle features for the 2015 Chevy Cruze, Equinox, Traverse, Impala, and Malibu.

- Modeled environments for Chevy commercials using 3DS Max.
- Converted vehicle CAD data to Max and create custom shaders for car materials.
- Organized and simplify vehicle data for team usage.
- Rigged and animated vehicle drive sequences using Car Craft and standard animation concepts.
- Worked with a team of 4 to storyboard and create camera angles.

### 3D Artist - Web Product Rendering Specialist

- 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 organize and clean and prep 3D content for usage.
- Create custom Vray Shaders and lighting systems to produce imagery.
- Manage product information and vehicle upfit data. 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.

### 3D Environment Artist/ 2D Motion Comic Artist

Worked closely with a large team developing 3D environments for various Wii/ mobile games. I worked with the dev team exporting meshes to Unity and creating texture atlases, also worked with the motion graphic team rotoscoping comic book panels and animating them.

#### Shipped Titles

Zorro: Shadow of Vengeance - App	Silver Scorpion - Motion Comic
Gaslight - App	Graphic Elvis: Elvi Corps - Motion Comic
Graphic Elvis: The Interactive Experience App	Graphic Elvis: Stan Lee's Elvis - Motion Comic
John Woo's 7 Brothers - Motion Comic	Graphic Elvis: "Coming Back" - Motion Comic

## Teaching Experience

### Adjunct Instructor - Game Development

- Teach classes of students on the principles of efficient modeling for games.
- Teach students the art of LOD modeling for ingame usage.
- Architectural building using a texture atlas and creating modular scenes.

### Adjunct Instructor - 3D Modeling and Animation

Taught courses on 3D modeling and animation techniques to students in a class of 8-22. Also taught courses on game engine application. This involved splitting a class between learning Unreal 3 and Game Maker 8.

### iD Tech Camp Counselor - 3D Modeling and Animation

Helped run the overnight camp with a crew of 4-7 others. Each of us would run multiple week long classes teaching groups of students in game development and 3D modeling as well as learning Photoshop. This involved working with the team to ensure the kids were safe and creating a fun atmosphere as well.

**Beardy Productions LLC**  
St Petersburg, FL  
June 2015 - Present

**AECOM**  
Tampa, FL  
Nov 2017 - Present  
Clients  
DOT nationwide

**Pluto Post Production**  
Birmingham, MI  
Nov 2014 - Mar 2015  
Clients  
Chevrolet

**Marketing Associates**  
Detroit, MI  
Nov 2012 - Dec 2014  
Clients  
Ford, Sortimo, Adrian Steel

**Pixo Entertainment**  
Southfield, MI  
Oct 2010 - June 2012

**IADT**  
International Academy of  
Design and Tech  
Troy, MI  
2013

**Baker College**  
Auburn Hills, MI  
2013

**ID Tech Camps**  
Ann Arbor, MI  
Cleveland, OH  
Summer 2009 and 2010