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<http://jaynejohnston.com>

OBJECTIVE

To obtain a position as an 3d Artist on a team of enthusiastic and dedicated professionals in a creative and collaborative environment and to help the company reach its goals while growing as an individual.

SKILLS

Modeling	Rigging	Lighting	Compositing
Texturing	Animation	Editing	Visual Effects

SOFTWARE

3ds Max	Photoshop	ZBrush	TopoGun
Maya	Illustrator	Flash	Vicious Engine

EXPERIENCE

Feb. 2012- Current

WayForward Technologies, Valencia, Ca

Fx artist for various titles

Nov. 2008- Sep. 2011

Collision Studios, Santa Monica, Ca

Character, environment and fx artist for various Nintendo Wii titles

SHIPPED TITLES

Dec. 2011

'JAWS Ultimate Predator', Wii

Character, environment and fx artist

Nov. 2010

'Mathew's Bow Hunting', Wii

Environment and fx artist

Oct. 2010

'Jillian Michaels' Fitness Ultimatum 2011', Wii

Environment and fx artist

May 2010

'City Builder', Wii, PC

Character artist

Mar. 2010

'Basketball Hall of Fame: Ultimate Hoops Challenge', Wii

Character, environment and fx artist

Oct. 2009

'Jillian Michaels' Fitness Ultimatum 2010', Wii

Environment and fx artist

Aug. 2009

'Daisy Fuentes Pilates', Wii

Environment and fx artist

EDUCATION

Oct. 2004- Jun. 2008

Art Institute of Pittsburgh, Pittsburgh, Pa

Bachelor of Science in Media Arts and Animation

Graduated with honors