Jack Len

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PROFESSIONAL PROFILE

Motivated and team-oriented 3D modeler and texture artist. I have strong familiarity with 3D software including 3DS Max, Substance Painter and more. I thrive in a team setting where I can work collaboratively to make collective vision come to life. Eager to work at Side Eye Games to deliver a friendly, professional, and dedicated addition to your team as well as strive to meet deadlines.

EDUCATION

Video Game Design & Animation Diploma   **Toronto, Ontario**
Toronto Film School
2022
GPA: 3.78 / President's list / Relevant Courses: Game Texturing, Game Modelling

SKILLS

- Autodesk 3DS Max
- Autodesk Maya
- Zbrush
- Unreal Engine
- Photoshop

- Unity
- Substance Designer
- Substance Painter
- Understanding of Lighting/Composition, Basic Rendering, Basic Animation

WORK EXPERIENCE

Teachers Assistant   **Toronto, Ontario**
Toronto Film School   *January 2023 – April 2023*
- Assisted 27 students to ensure their projects were on track, in the video game animation program.
- Completed tasks as 3D generalist on capstone project titled "Night to Remember".

3D Artist - Producer   **Toronto, Ontario**
Game Insane Studio   *July 2021 – December 2022*
- Led a team of 10 3D artists to produce assets such as high to low poly models and environment trim sheet models to ensure an efficient workflow.
- Streamlined asset pipeline process and facilitated smooth integration of assets into Unity.

PROJECTS

The Advantage Project   **Toronto, Ontario**
3D Modeler   *July 2021*
- Modeled high quality 3D assets with a high to low poly workflow.
- Modeled environment assets from trim sheets created by myself and created custom textures and materials, resulting in a unique and visually stunning end-product.
- Matched references given by Art/Creative leads, with expert accuracy.

Over Easy: A Cooking Nightmare   **Toronto, Ontario**
Texture Artist   *July 2021*
- Expertly crafted high-fidelity and realistic textures with seamless integration into 3D models.
- Designed and produced comprehensive trim sheet textures for use by other members of the modeling team, streamlining the creation of 3D models and reducing the time required for texturing.
- Collaborated with the modeling team to produce environment models from texture sheet.