

JEREMIAH D. CLARK

3D Artist with project management and CAD experience

Duluth GA, 30096
(207)632-3820

JC@JeremiahClark.com • www.JeremiahClark.com

My formal education is in 3D modeling and game art, focused on hard surface modeling and texturing for games. I am also proficient with image editing software and have some experience with graphic design, video and audio editing, web design, instructional design, and technical writing. More than anything else, I love working with creative professionals as part of a team, helping everyone to deliver their best work and finding creative solutions to problems.

SKILLS

Professional Skills

Hard Surface Modeling • Low Poly Modeling • Game Assets • Mechanical & Architectural Drafting • Texture Mapping • PBR Texturing • Photo Editing • Graphic Design • UI Design • Scrum • Kanban • Documentation • Training • Education

Software

Modo • 3Ds Max • Maya • Unity 3D • AutoCAD • Photoshop • Illustrator • Affinity Designer • Premier • Substance Designer • nDo • Marmoset Toolbag • MS Office Suite • Google Apps • Bugzilla • AlienBrain • Windows & Mac OS

EXPERIENCE

Art Institute of Atlanta • Atlanta, GA

Adjunct Professor • 10/2017 - Present

- Evening classes in the Media Art Department
- Classes taught include: Game Modeling, Environmental Modeling, Hard Surface and Organic Modeling

MR Systems, Inc • Norcross, GA

3D Modeler & Texture Artist • 03/2017 - Present

- Created 3D graphics for use in municipal waste water and water treatment control systems using 3Ds Max and vRay.
- Other graphic design, UI design, and related development work using AutoDesk 3Ds Max, Photoshop, and Illustrator.

Pixel Constructor • Remote

3D Artist (freelance) • 02/2017 - Present

- 3D asset modeling and texturing for indie games on a ongoing freelance basis.
- Helped to rework art pipeline to incorporate 3D asset creation in previously 2D process.

AGS (formerly Cadillac Jack) • Duluth, GA

Assistant Producer • 11/2015 - 01/2017

- Managed four complete projects from conception through production and hand off to SQA, and assisted in dozens of others.
- Owned timeline and process on multiple concurrent Scrum teams.
- Created and maintained project documentation for games.
- Created new documentation of production process.
- Gained Scrum Master certification

Embedded Tester II • 06/2013 - 11/2015

- Worked directly with developers and artists to identify bugs and other issues in video slot machine games still in production.
- Wrote testing procedures and created training documentation.

EDUCATION

Art Institute of Atlanta • Atlanta, GA • 10/2009 - 03/2013

- Bachelors of Fine Arts, Game Art and Design (3.9 GPA)

Southern Maine Technical College • South Portland, ME • 1999 - 2001

- Associates, Drafting and Design Technology