

Jeremiah D. Clark

3D Hard Surface & Digital Artist/Designer

I am a digital artist/designer with 5+ years of experience in creative fields, as well as creative project management experience. In a past life, I was a CAD drafter. A challenge I have not faced before is an opportunity to learn something new.

NOTE: This is my master resume and includes everything, without focus.

SOFTWARE

3D Modeling

- Modo
- 3Ds Max
- Autodesk Maya
- Substance Designer
- nDo & nDo2
- Unity 5
- Unreal 4
- Marmoset Toolbag
- V-Ray
- iToo Forest Pack
- iToo RailClone
- RealHDR

Project

- Management
- Scrum
- Kanban
- VersionOne
- Jira
- Bugzilla
- Alien Brain
- Autodesk Vault

Visual Design

- Adobe Creative Cloud
- Affinity Designer
- Sketch
- Figma

Markup

- HTML
- CSS
- Markdown

Other

- Windows OS
- Macintosh OS
- Microsoft Office
- Apple iWork
- Google Docs
- Scrivener
- Slack/Discord
- Premiere Pro
- Adobe Audition
- Omnigraffle

TECHNICAL SKILLS

3D Hard Surface Modeling

Skilled in multiple 3D tools, including Modo, AutoDesk 3Ds Max, and Maya, and always ready to learn more. Focused on hard surface, mechanical, and environmental 3D modeling.

UV Unwrapping & Texturing

Very comfortable and experienced with UV unwrapping and texturing. Equally capable with traditional and Physically Based (PBR) texturing workflows, both procedural and using image maps, using Substance Designer, Adobe Photoshop, and nDo2.

3D Lighting & Rendering

Experienced in setting up lights, cameras, and render settings in 3D renderers such as Modo and V-Ray to produce photo-realistic and non-photo real (NPR) final images.

CONTACT

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🌐 www.JeremiahClark.com

WORK HISTORY

Pixel Constructor

2017 - Present • 3D Modeler (remote)

MR Systems, Inc.

2017 - 2019 • 3D Modeler & Texture Artist

The Art Institute of Atlanta

2017 - 2018 • Adjunct 3D Instructor

AGS (née Cadillac Jack)

2015 - 2017 • Assistant Producer

2013 - 2015 • Embedded Tester II

EDUCATION

The Art Institute of Atlanta

2014 • BFA in Game Art & Design

Southern Maine Community College (née Technical)

2001 • Associate in Drafting & Design

CERTIFICATIONS

Certified Scrum Master

2016 • [ScrumAlliance](https://www.scrumalliance.org/) #000534772

ACTIVITIES & INTERESTS

Creator Forge Podcast

I co-host a bi-weekly podcast in which we interview working artists about what they do and how they got there.

Speaker at SIEGE 2018

Proposed and spoke on a panel at the Southern Interactive Entertainment and Games Expo (SIEGE) in 2018 about the pressures of long term business partnerships. I am planning to participate again in 2019, specific topic to be determined.

Game Asset Creation

Comfortable with **low poly modeling** and working within **polygon budgets**. Experienced in **importing assets** into Unity and Unreal game engines, and **setting up assets, scenes, and lighting**.

UI Design

User Interface (UI) design, both **2D and 3D**, using Sketch, Affinity Designer, Adobe Illustrator, Adobe Photoshop, Autodesk 3Ds Max, and Modo. **User workflows** and **wireframes** using Sketch, Figma, and OmniGraffle.

Graphic & Visual Design

Experienced with creating graphics and designs for **marketing materials, web sites, conference booths, billboards**, and so on using Affinity Designer, Adobe Illustrator, Adobe Photoshop.

Project Management

Certified Scrum Master, I have helped design and optimize **process workflows** and implement **progress tracking** in order to facilitate **continuous improvement**. Produced **four complete land-based casino games** from concept to handoff, assisted Exec. Producer on dozens more.

Photography & Image Editing

Experience in photography and videography using **DSLRs, mirrorless** (mostly Canon and Nikon), and **smartphones**. Skilled in image editing using Adobe Photoshop, photo editing and organization using Lightroom. Also, **studio lighting** for portraits.

Video & Audio Editing

Experienced setting up and recording **interview-style video**, including **lighting** and **audio recording**. Video editing using Premiere Pro, and audio using GarageBand and Audition.

Documentation & Training

Have written training materials and process documentation. Skilled at distilling complex processes into **clear step by step guides** with or without visual aids. Have developed **original syllabi, lesson plans, and rubrics** for classroom instruction.

Other Computer Skills

Equally comfortable in Windows and Mac OSs. Experienced with typical **office applications** (ex: Word, Excel, PowerPoint, Pages, Numbers, Keynote, Google Docs). Working knowledge of **HTML, CSS, and Markdown**. Have made use of **Version Control Systems**, such as Alien Brain and Autodesk Vault, and **communication programs** like Slack.

Board and Card Games

I enjoy board games and card games; I appreciate the intellectual challenge, the opportunity to socialize with friends and loved ones, and the time away from screens and technology. I also dabble in designing board and card games for fun.