



Jeremiah Clark

✉ jc@jeremiahclark.com

## 3D Hard Surface Modeler & Texture Artist

3D Modeling   Hard Surface Modeling   Graphic Design   CSM

Innovative and adaptable artist/designer with 6+ years of experience in creative fields. Experienced in 3D modeling, texturing, and rendering, game art and design, technical design, graphic design, and creative project management. In a past life, I was a structural/mechanical CAD drafter.

A problem I have not faced before is an opportunity to learn something new. I'm willing to tackle just about any challenge; I love researching solutions and integrating different tools and techniques into my work. I function equally well independently or as part of a team; and I enjoy the process of planning, documentation, continuous iteration, and pipeline improvement.

Portfolio: <http://www.JeremiahClark.com>

For more details, check my online resume : [www.doyoubuzz.com/jeremiah-clark](http://www.doyoubuzz.com/jeremiah-clark)

## Experience

### Freelance 3D Game Artist

#### Pixel Constructor - Since February 2017

- ▶ Create three-dimensional objects of varying complexity for video games, using Modo and Blender, to be utilized in the Unity game engine.
- ▶ Use creativity and judgment to design assets based on concept art and previously created assets, ensuring that they both fit within the aesthetic and are functional in-engine.
- ▶ Helped to revamp and document art creation pipeline to incorporate three-dimensional assets into the previously two-dimensional process.

### 3D Modeler & Texture Artist

#### MR Systems, Inc. - March 2017 to February 2019

- ▶ Created two-dimensional images using three-dimensional models and scenes of varying complexity for use in integrated control systems, using 3Ds Max, VRay, and various plugins such as Forest Pack and Rail Clone.
- ▶ Manipulated lighting, textures, scale, and camera position to give three-dimensional scenes a realistic or stylized look depending on the needs of the project.
- ▶ Used judgment, creativity, and process knowledge to interpret direction from Project Managers, layout sketches, diagrams, building plans, and parts number documents to create accurate and informative images and layouts.
- ▶ Created marketing images under the direction of the Marketing Manager for various purposes using Adobe Photoshop, Adobe Illustrator, Affinity Designer, 3Ds Max, and other design packages.

### Adjunct Game Art & Design Professor

#### Art Institute of Atlanta - October 2017 to September 2018

- ▶ Prepared course materials such as syllabi, project assignments, and handout materials.
- ▶ Maintained student attendance records, grades, and other required records.
- ▶ Classes taught include: Game Modeling, Environmental Modeling, Hard Surface and Organic Modeling, Advanced Hard Surface and Organic Modeling

## Skills

### Art & Design

- ▶ 3D Modeling
- ▶ Hard Surface Modeling
- ▶ Environment Modeling
- ▶ Texturing
- ▶ Graphic Design
- ▶ UI Design
- ▶ Photography
- ▶ Image Editing
- ▶ Video Editing

### Software

- ▶ Modo
- ▶ 3Ds Max
- ▶ Maya
- ▶ Adobe Creative Suite
- ▶ Substance Designer
- ▶ Affinity Designer
- ▶ Sketch
- ▶ Marmoset Toolbag
- ▶ Unity
- ▶ Unreal
- ▶ Jira
- ▶ Slack
- ▶ HTML
- ▶ CSS

### Project Management

- ▶ Certified Scrum Master
- ▶ Scrum
- ▶ Kanban
- ▶ Documentation
- ▶ Training

## Assistant Game Producer

**AGS - American Gaming Systems -  
November 2015 to January 2017**

- ▶ Managed four projects from conception through production and handoff to SQA as the primary project manager. Assisted in management of several dozen others.
- ▶ Coordinated the activities of artists, animators, programmers, and QA department throughout the production process.
- ▶ Performed management activities such as scheduling, planning, and tracking project milestones and deliverables using Excel and VersionOne.
- ▶ Performed Technical Art duties as needs arose.

## Embedded Game Tester 2

**Cadillac Jack, Inc. an Amaya Company -  
June 2013 to November 2015**

- ▶ Documented game software and art defects using Bugzilla to monitor resolution efforts and track successes.
- ▶ Facilitated and participated in game reviews to show progress and receive feedback.
- ▶ Designed and documented test plans and procedures.
- ▶ Helped to train new testers.

## Education

### Game Art & Design

**Art Institute of Atlanta**

October 2008 to March 2013

Academic Achievement Award - 3.94 GPA (4 point scale)

Game Art & Design "Best in Show" - Winter 2013 Portfolio Show

### Drafting and Design Technology

**Southern Maine Community College**

1999 to 2001

Focused on structural and architectural drafting using AutoCAD.