

## **Jason Martin**

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### **RESUME**

#### **CAREER OBJECTIVE**

A challenging career as a 3d character/texture artist

#### **EDUCATION**

##### **Vancouver Film School - May 06 - July 07**

Diploma in 3d Animation & Visual Effects – Modeling Stream

##### **Art Institute of Las Vegas, NV - Jan 02 - Mar 06**

Bachelor of Science in Media Arts and Animation

#### **HONORS**

Vancouver Film School Scholarship Program May 07 – June 07

AI Best of Show Mar 06

3dtotal Excellence Award Nov 05

#### **SOFTWARE ABILITIES**

Softimage XSI (advanced)

Autodesk 3dsMax (intermediate)

Autodesk Maya (basic)

Skymatter Mudbox

Pixologic Zbrush

Adobe Photoshop

Adobe AfterEffects

#### **TRADITIONAL ABILITIES**

Life Drawing

Character Design

#### **WORK EXPERIENCE**

##### **Dam Short Film Festival Sep 05 - Dec 05**

- Worked closely in a team environment developing film trailer
- Modeled multiple set pieces

##### **Liquid Cyclone Sep 05 - Mar 05**

- Webpage development
- Designed and modeled 3d elements for webpages

##### **United States Air Force Jan 97 - Mar 06**

- Staff Sergeant - Aircraft Armament Systems Journeyman
- Load Crew Team Chief

**REFERENCES AVAILABLE**