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Jason Graddy

PROFESSIONAL SKILLS

- Character animating
- Animation curve editing
- Static mesh creating
- Low and high poly modeling
- Level block in, designing, and creating
- Displacement mapping
- UVW unwrapping and texture mapping
- Basic drawing
- Basic C++ knowledge
- Application of color theory
- Team player
- Leadership
- Project management

TOOLS

- 3D Studio Max 2010
- Maya 2009
- ZBrush 3.1
- Photoshop CS3
- Illustrator CS3
- Dev-C++
- UnrealEd 2 and 3
- Microsoft Word, Excel and Powerpoint

EDUCATION

Westwood College, North Denver, CO
Bachelor of Science, Game Art and Design, graduated 12/2009

RELATED PROJECTS

Built level "Kitchen" in UE3 (school and personal project)

- Subtracted BSPs to create a kitchen and wall environment
- Modeled, textured, imported and placed static meshes for kitchen appliances and other props
- Created textures using Photoshop
- Placed volumes and interp actors
- Utilized Kismet, Matinee, and Cascade

Animated a 15 second clip of dialogue (school project)

- Modeled and textured secondary character
- Set up the scene and camera placement
- Animated body and facial animations including lip synching of “Andy” rig
- Animated secondary character

EMPLOYMENT HISTORY

Dillard's, Westminster, CO — Housekeeper, Dockworker — 01/2008 - 10/2009
Cleaned the store in the morning. During store hours, helped other associates with cleaning and maintenance tasks.

Skaugen PetroTrans Offshore, Freeport, TX — Mooring Master Assistant — 11/2004 - 12/2006
Assisted in supervising offshore oil transfer lightering operations. Made sure no accidents occurred during operations and that the crew members knew exactly what to do. Trained inexperienced crew members about their operations and duties.

Wal-Mart, Caldwell, TX — Dock Receiver — 5/2003 - 10/2004
Unloaded trucks and stocked freight with a team of six people.