



Jacqueline Adelmeyer 3D
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Summary

3D Generalist specializing in modeling, texturing, look development, layout, lighting, and rendering.

Skills

- * Ability to execute a broad range of CG tasks including modeling, texturing, look development, layout, and lighting
 - * Proficient in multiple 3D packages (3DS Max, Maya, Zbrush, Vray) as well as some scripting knowledge (Python/Mel)
 - * Strong sense of composition, light, and color
 - * Knowledgeable in After Effects and rendering layer passes, Photoshop post editing, and Unity 5 game engine
 - * Strong technical and troubleshooting skills / ability to learn new technology and proprietary software quickly
 - * Technical lighting skills including HDRI, IES, and 3 point light setups
 - * Look development / PBR shading knowledge and ability to generate appropriate maps (Albedo, Spec, Normal, Metallic)
 - * Great communication, self starter, and time management skills
 - * Positive team player and passionate about CGI and technology
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Experience

3D Generalist / 9to5 Seating / Feb 2016 - Present

Environment / Architectural office space design

3D outsource management / 9to5 Seating Chair Designer platform

Photo realistic product rendering / 3DS Max, Vray

Multipass compositing / After Effects, Photoshop

Senior 3D Modeler / Aechelon Technology / July 2014 - August 2015 - 1 Year 2 Months

3D Modeling, LOD breakdowns / Maya

UV Layout, Texture creation / Photoshop

Lighting, Light map baking

Realtime asset testing

3D Modeler / Previz Layout TD / Digital Domain / June 2012 - September 2012 - 4 Months

3D Modeling / Maya

Previz / Set Dressing / Scene Layout

Feature film "The Legend of Tembo"

3D Game Artist / Kabam / Jan 2012 - May 2012 - 5 Months

Hard Surface Vehicle and prop modeling / Maya

UV Layout, texture painting / Photoshop

Unpublished modern warfare game

Previz / Preproduction Asset Artist / Lucasfilm / July 2010 - Jan 2012 - 1 Year 7 Months

3D Modeling / Maya

Previz / Set Dressing / Scene Layout

Feature film "Strange Magic"

Asset Artist / Sony Playstation / October 2009 - July 2010 - 10 Months

3D Modeling / Maya

Game banner creation for Playstation Network

Education

Harvard Extension School CS Certificate - Computer Science 2014

Art Institute of California - San Francisco CA Masters (MFA) - Advanced Computer Animation 2006 - 2008

Milwaukee Institute of Art and Design Bachelors (BFA) - Illustration 2002 - 2006