

# Jeff Smith

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## Objective

To further my 3d skills, while improving productivity and contributing to the creation of a quality product or service

## Education

The Art Institute of Pittsburgh

Bachelor of Science, Game Art and Design. December 2006

## Software Skills

<b>3ds Max</b>	<b>Crazy Bump</b>	<b>Maya</b>
<b>Photoshop</b>	<b>Indigo Render</b>	<b>VisualCam</b>
<b>Zbrush</b>	<b>Lightwave</b>	<b>Vray Renderer</b>
<b>Mudbox</b>	<b>Maxwell Render</b>	<b>Modo</b>
<b>Xnormal</b>	<b>Cinema4d</b>	

## Production Experience

**Makergear LLC** (September 2015 – Present): Building, servicing, and testing 3d printers. 3d modeling, printing, and clean up for display prints.

**TRG Reality** (January 2009 – July 2013): Create, texture, and light products for advertisement placement. Cleaning CAD models from clients to create 3d models suitable for realistic rendering.

**Black Lantern Studios** (March 2008 – December 2008): Create and implement art assets for Nintendo DS and Wii consoles. Making sure art meets publisher and licensor standards.

**3000ad:** (August 2007- November 2007): Revision of old assets. Bringing old models up to current standards.

**Frictional Games:** (February 2007 – July 2007): Development of assets according to specific design, and mood. Creation of high resolution and low resolution meshes for normal mapping. Importation of models, physics/collision objects, and materials using proprietary tools.

**Animateering** (March 2005 – September 2005): Art asset creation for Carnegie Mellon University's Entertainment Technology Center. Characters were used for an attraction at Give Kids The World theme park in Florida.

## Affiliations

**IGDA:** International Game Developers Association.