

Jeff Smith

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(347)615-5284

Work Experience

Assistant Shop Manager

Jul 2021 - Oct 2023

The Manufacturing Advocacy & Growth Network

- Mechanical engineering design, planning, component machining,
- Assembly, and testing of custom automation machines.
- Manage and maintain equipment in machine shop including regular maintenance and repairs.
- Prepare drawings and designs to release to machine shop for manufacturing
- Fabrication including manual/CNC machining, waterjet, laser cutting, 3d printing, molding & casting, and fiberglass
- Universal Robots Cobot programming

Makerspace Manager

Apr 2019 - Mar 2021

Bounce Innovation Hub

- Equipment maintenance, instructional curriculum, class schedules, R&D
- Community engagement.
- Teaching classes on all equipment in the space (3d printers, CnC, Laser, Sewing, Woodworking, and more)
- Source & arrange corporate donations

3d Printing Technician

Sep 2015 - May 2018

Makergear LLC

3d Printing Technician

- Building, servicing, and testing 3d printers
- 3d modeling and printing display prints for trade shows
- R&D on different print materials
- Engineering R&D and testing of new designs

Photo & Video Editor / 3d Artist

Jan 2009 - Jul 2013

TRG Reality

- Convert models from raw CAD data to 3d models suitable for realistic rendering
- Retouching and color correction of photography in Adobe Photoshop.
- Model, texture, light, render, and retouch 3d models of client products for print and video

3D Modeling Generalist

Mar 2008 - Dec 2008

Black Lantern Studios

- Creating 3d assets for Nintendo Wii and Nintendo DS consoles
- Model rigging, import and basic scripting
- High & Low resolution 3d modeling

3d Artist

Feb 2007 - Jul 2007

Frictional Games

- Modeling and texturing assets to match existing game design style
- Asset setup including shaders, physics objects, textures, and rigging
- Creation of high and low resolution assets for normal mapping

3d Artist

Mar 2005 - Sep 2005

Carnegie Mellon - E.T.C

- Creating low resolution 3d models for 3d puppetry game
- Game testing and bug fixing
- Help implement final product for Give Kids The World Village to serve critically ill children

Core Skills

Autodesk 3ds Max, Adobe Illustrator, Adobe Photoshop, Fusion 360, Maxwell Render, V-Ray Render, Blender, Godot, 3d Scanning, Unreal Engine, 3d Printing, Zbrush, Modo, Cinema4d, Solidworks, Autodesk Maya, Mold Design, Resin/Fiberglass casting, Metal Fabrication

Education

The Art Institute of Pittsburgh

Dec 2006

Bachelor of Science Game Art and Design