

Jeremy Lindstrom

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Industry Skills

Software: 2D/3D: 3DS Max, Maya, Motion Builder, Zbrush, Mojoworld

Illustration: Photoshop, Illustrator, PainterCharacter

Animation: Motion Builder; Core RETAS, Toon Boom

Compositing: After Effects, Shake

Education

International Academy of Design and Technology 2008

Bachelor of Fine Arts in Computer Animation

Graduated Magna Cum Laude

Coursework included:

3D Studio - Obtained experience in modeling, rigging, weighting and animating characters in Maya.

Advanced Animation Techniques - Acquired data from motion capture suits and used Motion Builder to clean the capture material. Applied capture data to models and rendered from Maya.

Animation Drawing - Practiced drawing human form, expression, perspective and other techniques relevant to animation.

Skills Application

3D Graphics & Animation Work

- Created low and high polygon assets for environmental modeling projects.
- Developed high polygon assets to generate normal maps for low polygon assets.
- Constructed organic and inorganic models.
- Produced character animation, lip sync, and camera movements within self constructed environments.
- Created 3D photo-realistic environments in Maya.

Editing Video and Audio

- Produced several projects editing and combining final products in After Effects and Sound Forge.
- Composited series of shots joining live action, 2D and 3D elements with Shake.
- Captured and edited video footage with Avid video systems.

Work Experience

PlayNet, Inc. - Bedford, TX 2008

3D Artist

- Create, model and texture environmental models for WWIOL: Battleground Europe© using 3ds Max and Photoshop
- Create LOD's and collision meshes for models.

Paradum Games (Independent Game). - 2008

3D Artist

- Create and texture low poly models for Paradum Games title called Multivaders 2.

11th Dimension Films Port Richey, FL 2007

Texture Artist

- Designed character textures for Rock, Scissors and Paper an animated film short.