

# Jared Reisweber

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## WORK EXPERIENCE:

### **Disney Animation – Look Development Artist**, Burbank, CA (October 2011 – Present)

- *Frozen (2013)* -
  - Worked on main characters, Anna, Elsa, and Olaf
  - Helped develop look of snow
- *Wreck it Ralph*
- Initially worked as a trainee under the guidance of experienced Disney artists to learn the professional tools and practices of the Disney Animation pipeline.

### **Gravity - Lighting/Look Development/Compositing**, NYC, NY (July 2011 – October 2011)

- *Tower Heist* – Completed lighting, texturing, rendering, and compositing for several live action shots.
- *Hasbro* – Shading, texturing and lighting, for the Monopoly Live television ad.
- *Radio City Music Hall* – Texturing and Lighting for a large format projected animation, part of the annual Christmas Spectacular show.

### **IBC Digital - Intern, Generalist**, Buffalo, NY (June 2010 – August 2010)

- Contributed to a promotional animation for Fisher Price and effects for a Cocoa Puffs commercial

### **Freelance Artist**, Buffalo, NY (2004-2008)

- Completed artwork through commission, including watercolor landscapes and oil portraits

## PRIMARY SKILLS:

- Complex shader development
- Procedural and painted texturing
- Hair and fur grooming
- 3D organic and hard surface polygonal modeling, as well as UV mapping
- Procedural modeling in Houdini

## ADDITIONAL SKILLS:

- Digital matte painting:
  - Photoreal / stylized background plate creation, projection mapping, digital concept sketching
- Sculptural texturing in Z-brush
- Lighting and rendering in Mental Ray
- Compositing render passes and integration in Nuke
- Experienced in drawing and painting, including storyboarding, concept art, and digital photography

## SOFTWARE EXPERIENCE:

*Proficient in:*

- Maya, Photoshop, Mental Ray
- Xgen, Paint3d, SeExpr (shader expression language)
- Nuke, After Effects, Premiere Pro, Illustrator

*Additional software knowledge:*

- Houdini, Renderman, Zbrush, Bodypaint 3D, Shake, Fusion, Processing
- Windows, Linux, and Mac operating system

## EDUCATION:

**Savannah College of Art and Design**, Savannah, GA - BFA in Visual Effects, March 2011  
GPA 3.86 / 4.0, Dean's List: all quarters