

# JARIEN SKY-STUTTS - 3D ARTIST

[contact@jariensky.com](mailto:contact@jariensky.com) | [jariensky.com](http://jariensky.com) | [linkedin.com/in/jariensky](https://www.linkedin.com/in/jariensky)

## Select Titles

- IdeaSpace** (Wayfair): 3D asset cleanup & in-engine setup, stereoscopic 360 lighting/renders, UX & UI help. *Google Daydream.*
- Patio Playground** (Wayfair): 3D pipeline, materials, textures, models, lighting, performance optimization, UI, UX. *Oculus Rift.*
- WayfairView** (Wayfair): Assistance with 3D pipeline development. *Tango-enabled Android devices.*
- MorgantinaVR** (Archimedes Digital): Environment models & textures, in-engine asset setup, guidance on aesthetics & real-time best practices. *Cardboard, Gear VR, Tango, Vive.*
- Dad by the Sword** (Rocketcat Games): Low-poly flat-shaded character models. To be released. *PC.*
- Cyber-Anatomy & Cyber Science 3D:** Models, textures, in-engine asset setup – human anatomy, animals, spaceships, environments, props. Materials, shaders, & texture library. *PC, web, mobile, zSpace.*
- Games through Liquid Development:**
- Rockband** (client: Harmonix): Prop models, textures, & in-engine setup – musical instruments. *PS3, X360, PC.*
- Warhawk** (client: Incognito): Environment models, LODs, & collision meshes. *PS3.*
- Freaky Creatures** (client: Abandon Interactive): Environment and prop models & textures. *PC, mobile.*

## Skills

Full workflow of high-poly sculpting to UVd & textured real-time model with baked maps, for organic and hard-surface models. Unity engine – general best practices, art asset setup, performance optimization, lighting, rendering, materials. Good practices for UX for virtual reality and augmented reality. Optimization for mobile VR. Texturing by handpainting & photo compositing. Teaching, public speaking & presentation. Figure drawing, anatomy, principles of design and composition, color theory.

## Software

Maya	Photoshop	Quixel Suite	Substance Designer & Painter
3ds Max	Unity	Topogun	Version control – SVN & git
ZBrush	xNormal	Illustrator	Excel

## Employment History

- 3D Artist, Technical Artist – Wayfair, LLC** *Boston, MA Feb '16 – present*
- 3D Viz team:
- Photoreal lighting and rendering interior environments in V-Ray & 3ds Max
  - 3D asset cleanup, procedural material creation in V-Ray & 3ds Max
- Wayfair Next team:
- Assist with development of 3D workflows for VR and AR apps on desktop & mobile platforms
  - Material, textures, and model creation. In-engine asset setup and optimization
  - Cross-team collaboration to create & iterate on UX & UI for AR & VR e-commerce apps
- Adjunct Instructor – Mount Ida College** *Newton, MA Sep '15 – Present*
- Teach 3D modeling, texturing, lighting, and rendering to students in Game Art and Animation Bachelor's programs
- Freelance 3D Artist – various clients** *Telecommute Aug '09 – Present*
- 3D asset creation, optimization, and R&D for Archimedes Digital - augmented reality and virtual reality projects in the humanities and academia. Platform: Google Cardboard, Tango-enabled Android devices
  - Environment modeling, texturing, and in-engine asset setup for ConstructionVR - virtual reality architectural walkthroughs
  - Cartoon style character models & textures for Rocketcat Games title Dad by the Sword. Platform: PC
  - 3D graphics and R&D for indie developers
- 3D Artist, Technical Artist – Cyber Science 3D** *Iowa City, IA Jun '08 – Jun '09, Apr '11 – Jul '14*
- Create dissectable human/animal anatomical models for real-time interaction on PC, mobile, web, & zSpace
  - Create 3D assets for educational software in the fields of anatomy, zoology, mechanics, physics, & microbiology
  - Unity engine art asset creation/setup: performance optimization, node-based shaders, lighting & lightmapping, terrain & tree creator, particle effects, creating material & texture library
  - Handpaint textures for both accuracy and appeal to K-12 students (CyberScience 3D product)
  - Create textures based on medical illustrations by Frank Netter, MD (Cyber-Anatomy for InteractElsevier product)
- 3D Modeler & Texturer – Liquid Development** *Portland, OR Oct '06 – Apr '08*
- 3D models, textures, LODs collision meshes for AAA clients for games on PS3, PC, and Xbox 360

## Education

<b>Media Arts &amp; Animation, Bachelor of Science</b> from The Art Institute of Portland	<i>Jun '07</i>
<b>Advanced Video Game Character Creation</b> , CGsociety.org online course	<i>Apr '14 – Jun '14</i>
<b>Figure Construction &amp; Atelier classes</b> , Academy of Realist Art, Boston	<i>Sep '13 – May '14</i>