

JARIEN SKY-STUTTS - SENIOR 3D ARTIST

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Select Titles

IdeaSpace (Wayfair): 3D pipeline, asset cleanup & in-engine setup, stereoscopic 360 lighting/renders, UX. *Daydream.*

Patio Playground (Wayfair): Materials, textures, models, lighting, performance optimization, UI, UX. *Rift.*

MorgantinaVR (Archimedes Digital): Environment models & textures, in-engine asset setup, guidance on aesthetics & real-time best practices. *Vive, Gear VR, Cardboard/Daydream, Tango.*

Cyber-Anatomy & Cyber Science 3D: Models, textures, and in-engine art asset setup and performance optimization for human/animal anatomy and science educational software. *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

Team leadership, teaching, project management, public speaking.

Organic and hard-surface: full workflow of high-poly sculpting to UVd & textured real-time model with baked maps.

Unity – best practices, art asset setup, performance optimization, lighting, materials, node-based shader creation.

Texturing by handpainting, procedural generation, and photo compositing.

Figure drawing, anatomy, principles of design and composition, color theory.

Software

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|---------|-----------|--------------------|-------------------------------|
| Maya | Photoshop | Substance Painter | Topogun |
| 3ds Max | Unity | Substance Designer | Version control – SVN and git |
| ZBrush | VRay | xNormal | Excel, Google sheets |

Employment History

Senior 3D Artist, 3D Visualization team – Wayfair, LLC **Boston, MA** **Dec'16 – present**

- Lead a team of artists creating models, materials, lighting, & renders for photoreal images in 3ds Max and VRay
- Work with the other Senior Artists to document and teach best practices, organize projects, and expand the team

Technical Artist, Wayfair Next team – Wayfair, LLC **Boston, MA** **Feb'16 – Dec'16**

- Work with engineering, creative, & copywriting teams to develop 3D workflows, create models, materials, textures, optimize performance, & create & iterate on UX/UI for VR/AR apps on desktop & mobile

Adjunct Instructor – Mount Ida College **Newton, MA** **Sep '15 – May '17**

- Teach 3D modeling, texturing, lighting, & rendering to Game Art and Animation Bachelor's students

Freelance 3D Artist – various clients **Telecommute** **Aug '09 – Present**

- 3D Art Director for indie studio SuperScience LLC – create 3D models, textures, and materials; prioritize art team's tasks; work with concept artists to direct 3D artists to maintain aesthetic cohesion
- 3D asset creation, optimization, and R&D for Archimedes Digital - augmented reality and virtual reality projects in the humanities and academia. Platform: Vive, Google Cardboard/Daydream, Tango-enabled Android devices
- Cartoon style character models & textures for Rocketcat Games title Dad by the Sword. Platform: PC

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 including spaceships, microbiology, environments, and props for educational software for K-12, colleges, and medical schools
- Library of materials, shaders, and textures. Lighting, lightmapping, and particle effects
- Create textures from Frank Netter MD's medical illustrations for 3D version of Atlas of Human Anatomy

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

Media Arts & Animation, Bachelor of Science from The Art Institute of Portland *Jun '07*

Advanced Video Game Character Creation, CGsociety.org online course *Apr '14—Jun '14*

Figure Construction & Atelier classes, Academy of Realist Art, Boston *Sep '13—May '14*