

# Jarien Skywall - 3D Character Artist

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## Skills

- Organic & hard-surface modeling, digital sculpting & high-poly modeling, retopology & lowpoly, UVs, baking maps.
- PBR theory & best practices; procedural & handpainted textures, optimizing assets, in-engine art asset setup.
- Fine art and digital art: figure drawing, anatomy, color theory, principles of design, composition, lighting.
- Leadership, people & project management, hiring, training, technical writing, cross-functional stakeholder communication.

## Experience

### Freelance 3D Artist

Various clients

Remote

Aug 2009 – present

Select projects:

- Title: *May's Journey*. Client: Chaima Jemmali, Northeastern University, & UC Santa Cruz. Platform: PC.
  - Handpainted stylized fantasy characters for educational game that teaches computer programming.
- Title: *Botanical Blaster*. Client: Mousepack. Platform: Web and mobile AR and VR.
  - Model and texture props for demo project for developers using Niantic's 8<sup>th</sup> Wall platform.
- Title: *BeeQuest*. Client: Niantic. Platform: Web VR and mobile AR.
  - Model, texture, rig, animate creatures, props, and environments for asynchronous AR & VR game.
- Title: *Numaka*. Client: FableVision Studios (with Chugachmiut, an Alaskan Native consortium). Platform: iPad, Android.
  - Model and texture stylized characters, environments, and props for multi-award-winning pre-K educational game.
- Title: *various*. Client: SuperScience. Platform: VR.
  - Model and texture characters, creatures, clothing, props, environments, & vehicles; assist with tech art & art direction.

### Technical Art Manager

Visible Body

Boston, MA

Jan 2021 – Dec 2022

- Standardize, document, & teach 3D art practices. Solve technical issues. Streamline Artist-to-Dev asset production pipeline.
- Work with Product Owners, Artist Managers, & Art Director to align improvement initiatives with company priorities.

### 3D Character Artist

Poorly Timed Games

Remote

Jul 2020 – May 2021

- Model & texture 3D characters and creatures for *Grim Tranquility*. Collaborate with Concept Artists & Art Director.

### 3D Art Manager, 3D Operations team

Wayfair

Boston, MA

Mar 2018 – Jul 2020

- Identify pipeline needs; propose, lead, & execute cross-team projects; measure business impact & iterate.
- Lead a team of artists R&Ding techniques for creating photoreal complex surfaces like wicker, fur, velvet, & tufting.
- Define & document technical standards to ensure internal & external artists hit target 3D model & material quality.

### Senior 3D Artist, 3D Visualization team

Wayfair

Boston, MA

Dec 2016 – Mar 2018

- Lead artist team creating photoreal models, materials, lighting, & rendered images in 3ds Max & V-Ray.
- Work with Seniors to document standards, train team, & give feedback to ensure consistent quality.
- Help steward professional and respectful culture while growing the team from 5 to 60 artists in 1 year.

### Technical Artist Wayfair Next team

Wayfair

Boston, MA

Feb 2016 – Dec 2016

- Models, materials, textures, lighting, performance optimization, UI, UX, pipeline advising.
- Release 3 titles in under a year: *Patio Playground* (Oculus Rift), *IdeaSpace* (Google Daydream), *WayfairView* (AR/mobile).

### Adjunct Instructor

Mount Ida College

Newton, MA

Sep 2015 – May 2017

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

### 3D Artist, Technical Artist

VivEd Learning

Iowa City, IA

Jun 2008 – July 2014

- Model & texture dissectable human anatomy, animal anatomy, microbiology; create environments and props.
- Unity art asset optimization, node-based custom shader creation, lighting, particle FX, maintain material/texture library.
- Art for educational apps, including Netter's anatomy atlas in 3D, for K-12 & college/medical schools. PC, web, mobile, VR.

### 3D Artist

Liquid Development

Portland, OR

Oct 2006 – Apr 2008

- Models, UVs, textures, LODs, collisions for AA and AAA clients; create art ranging from handpainted stylized to photoreal.
- Select projects include *Rockband* (client: Harmonix), *Warhawk* (client: Incognito), & *Killzone 2* (client: Guerrilla Games).
- Assets include character faces, character hair, weapons, props, and environments.

## Software

- Maya
- ZBrush
- Substance Painter/Designer
- Photoshop
- 3D Coat
- Git & Jira
- 3ds Max
- Unity
- Marmoset Toolbag
- V-Ray
- Topogun
- GSuite & MS Office

## Education

- **Media Arts & Animation, Bachelor of Science** from The Art Institute of Portland. *Apr 2002 – Jun 2007*
- **Advanced Stylized Character Art Mentorship**, via CGMA. Instructor: Weston Reid. *Jan 2023 – Apr 2023*
- **Individual Character Art Mentorship**, via The Mentor Coalition. Mentor: Josh Singh. *Feb 2023 – Mar 2023*
- **Creating Stylized Game Assets**, via CGMA. Instructor: Ashleigh Warner. *Apr 2020 – Jul 2020*