

MARCUS JACKSON

CHARACTER MODELER | TEXTURE ARTIST | SCULPTOR

marcusjacksonart.com
mjackson126@gmail.com



Burbank, CA 91504
Home: (818) 433-7560
Cell: (813) 545-5199

Education:

01/06 - 09/09 **Bachelor of Fine Arts in Media Arts & Animation**
Art Institute of Tampa

Employment:

02/10 - 07/10 **Gentle Giant Studios**, Burbank, CA
Digital Sculptor
Sculpted/Modeled various characters, props, and accessories for rapid prototyping

06/05 - 06/06 **United States National Guard**, Houston, TX
Signal Support Systems Specialist
Prepared members of the National Guard for deployment. Tested equipment prior to deployment

06/01 - 06/05 **United States Army**, Baumholder, Germany | Fort Campbell, KY
Signal Support Systems Specialist
Repaired radios, telephones, satellite equipment, and computers. Installed operating systems using MS DOS

Technical Skills:

High Res Sculpting, Low Res Base Mesh and In-game Modeling, Texturing (Diffuse, Spec, Bump, SSS Maps, etc.), Normal and Displacement Map Generation, UV Mapping, Morph Targets/Blend Shapes, Hard surface modeling, general understanding in Rigging, Scripting (MEL), Compositing and Visual Effects

Programs

Maya, Mental Ray, ZBrush, 3ds Max, Photoshop, Illustrator, After Effects, Premiere, Flash, MS Office

Artistic Skills:

Solid background in Figure Drawing & Sculpting, Color Theory & Design, Storyboarding, 2D Animation