




Jesse Atter

3D Creature Artist

Strengths

Modelling
Texturing
Rigging




Contact

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Profile

Solid understanding of 3D workflow. Strong eye for detail and functionality. Great team player who is always looking for new techniques to increase productivity.

Social

 jesseatter.ca
 artstation.com/jesseatter
 linkedin.com/jesseatter

Personal Summary

A self driven animal enthusiast always looking for a challenge. I love learning about animals and how their mechanisms translate into 3D. I am passionate about games, which inspired me to take this career path. While playing, I'm always keeping my eyes out for lack of attention to detail and methods to improve my work.

Software Skills

- Zbrush
- Maya
- Substance Painter
- Marmoset Toolbag
- Adobe Premier and Aftereffects
- Photoshop
- UE4
- Arnold
- Marvelous Designer
- Maya Python
- Godot

Education

AA – Video Game Development and Design

Visual College of Arts and Design 2018-2020

- Organic and Hard surface modeling
- Lighting, Texturing and Rendering
- Rigging and Animation
- Unreal Engine real time rendering and blueprint editor

Work Experience

The Rec Room April 2018-October 2018

- Worked as a line cook trained on the majority of stations. The work required teamwork and communication skills in a fast-paced environment. Employees were given full accountability of their station, requiring preparation and efficiency.