

Jesse Atter

3D Artist

Strengths

Modelling

Texturing

Lighting

Rendering

Contact

📍 Calgary, AB

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Profile

Proficient 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 modelling enthusiast always looking for a challenge. I love learning about creatures 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
- XGen

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

Conte Contracting

June 2021 - now

- Hired as a labourer helping the lead carpenter, quickly acquiring a diverse skillset in structural and finishing carpentry, painting, drywalling and more.

Vegan Street Inglewood

March 2021 – April 2021

- Worked as a line-cook and prep support on busy nights.

Plantation Garden Centre

April 2021 – June 2021

During their busy season, I worked weekends in a retail setting helping customers and unloading trucks. Used the company vehicle to complete deliveries and run cardboard to dropoffs