Jefferson J Nah

Software Engineer / Technical Artist

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Portfolio: [behance.net/Renovatio3d](http://be.net/Renovatio3d)

Github: <https://github.com/Renovatio3d>

Work Experience

# [STUDIO RENOVATIO](http://studiorenovatio.com/)

## Autodesk Maya Generalist

I Provide web development services and work as an indie developer, designing characters, rigs, textures, animations, and environments in Auto-desk Maya for upload to Unity 3D.   
Achievements Highlights:  
• Contributed to the technical aspects expertise in the development of products designing process, from requirements definitions through successful deployment.   
• Facilitated and initialize new languages in web standards using JavaScript, HTML5, CSS media query, WordPress CMS, and Woo-Commerce plugin. Encourage development team to adopt emerging standards.   
• Arrange necessary schedule with clients, translates user needs into easy-to-understand software solutions. Helped sale team in web development deals generating the substantive amount of revenue.  
• Create models, characters, rigs, environment sets, props, and textures using Autodesk Maya, and photoshop for use in Unity 3D editor.   
• Excelled in development management of project and technological issues, earning customer loyalty and satisfaction rating for all delivered projects.

### January 2015 - Present Colorado, United States, <http://www.studiorenovatio.com/>

# SUPERVALU / Windigo

## Stocker

My daily job consists of serval work duties, Advantage Logistics consists of multiple areas of work opportunities. Because of this, multiple areas of training are also required in order to better perform the necessary job functions. As of now for me, I have trained for serval weeks in five departments and worked daily in those departments. As a certify pallet rider my job duties are driving a pallet rider throughout the warehouse and building the necessary grocery pallets needed for a giving supermarkets grocery’s order. And this usual consist of building boxes of groceries pallets with orders of 600 picks in 2 hours. As certify LTO my duties consist of moving groceries pallets to their designated locations with the use of a forklift. Efficiently move product from staging and/or storage areas into rail cars or trailers, stack and store the merchandise in the appropriate areas. As certify stocker my job duties consist of opening stack merchandise, preparing and prepping to be delivered in units. As a certify Unites picker my job consists of taking supermarkets merchandise orders and placing them in outgoing totes and much more.

### May 1, 2017 – present, 500 Charter Oak Ranch Rd, Fountain, CO 80817, United States (800) 969-9688

# ALBERTSON / SAFEWAY

## Merchandising/Customer Support/Services

I provide customers services, prepares bakery and service deli food, delicious recipes French bread, rye bread, birthday and special events cakes, cookies, muffins and much more. I was also responsible for creating labels and packaging products. I also Provide service for waited customers in the service deli, such as lunch meats, papering breakfast and lunch sandwiches, create salads and dinners meal. I was also responsible for stocking necessary groceries and back stock products. Also, work with the team members on serval department computers during servicing and designs labels.

### June 19, 2015 - July 12, 2017, 7055 Austin Bluffs Pkwy, Colorado Springs, CO 80923, United States (719) 264-8650

# US SECURITY ASSOCIATE

## Manages Security officers

My responsibilities were security duties, I started work at Rossmoor, Monroe Township, NJ, A retirement townhouse communities. I manage the entrance for visitors including the Ambulance, EMT, and Police in case of an emergency. A location with two or three emergencies each day! I Escort EMT, Cops, and Ambulance to residents’ location, and assist in any way if possible, in case of an accident, fire, etc. I also patrol the facilities each hour at specific locations.

After 1 year I became Capital/Manager at another different location in Princeton New Jersey, Schlumberger Oilfield Services at the Princeton Technology Center. My duties were to guard serval equipment in the labs and radiation facilities. I worked 40 hours a week shift, during holidays, most weekends or when any of my staff is unable to make their shifts. The labs also required a lot of training knowledge in disarming alarms mostly during the night, raining days and during power failures, which usually result in many labs working improperly.

Knowledge about the facilities boiler room, compressor rooms, and other areas required several areas of training by Schlumberger. Often major issues require calling the building security manager or waiting at the phone for the alarming company or facilities employees, the fire department and or police. Each day a daily activity report fills out sheet was required to be filled out, and leave for the building security manager Ron.

As Captain, my responsibilities was to ensure that there were enough written equipment and type schedule for the staff, written instructions for each location including how to handle issues if occurs. Make sure a written employees manual was up to date, correlate with building security manager for changes or issues. While also keeping in touch with my operations manager at US Security, regarding week payroll hours are type and email. I work here for almost five years, I received few awards for my services and getting to know the staff and making sure guests are welcome properly during the holiday’s seasons.

### January 2010 - June 2014, 1719 Brunswick Ave. Lawrenceville NJ 08648, United States (609) 396-9500

# [PARTNER PEOPLE](http://partnerpeople.com/)

## Maya Generalist / Website Designer

I provided expertise in the designs development process, 3d modeling, textures and scene lighting, and product and camera animation for advertisement products. “Power Mat Wireless Phone Charger systems.” I also assist in the designing broadcast video editing daily for YouTube. I also update various website designs such as D-Link, and Optoma Pico server-side websites.   
Achievements Highlights:  
• Contributed to the development process and help clients and team complete project goals.   
• Manage and facilitated the technical development process for client product “Power Mat Wireless advertisement.”,   
• Provide technical expertise in the development of product designs, and estimate completion time. During the project development, I initialize Autodesk Maya from creating models, animation, and Mental Ray for scene rendering.   
• Knowledge gain in broadcast video editing in final cut pro, writing web codes for HTML, CSS, ActionScript, Designing web UI/ 3d demos videos.

### May 2009 - September 2010 California, United States, 3190-E. Airport Loop Drive Suite #E-2 Costa Mesa, CA 92626

# [RTT USA](http://www.rtt.ag/en)

## Freelance Lighting Artist

I contribute in the technical expertise and product development for a 3d scene and vehicle lighting, for client RTT 2007 Toyota Camry SE using image-based lighting and Mental Ray render passes. Such as occlusions and beauty passes and composite using After Effect.   
Achievements Highlights:  
• Setup multiple scenes and light sources for rendering the vehicle and scene.  
• Manage and created studio lighting systems, render nodes, and shader nodes connections, Image Based Lighting (IBL), and High Dynamic Range Imaging (HDRI) for scene rendering using Autodesk Maya mental ray.

### February 2008 - December 2008 Michigan, United States

# [DIGITAL EMBRYO](http://www.ign.com/companies/digital-embryo)

## Game Environment Artist

I contribute in the technical aspect and expertise in the development for Wii Summer Sports video game design process, from requirements definitions through successful deployment. I was contracted by Digital Embryo for about two years to create 3d game environments, props, environment assets such as animals, characters, animated objects etc.   
Achievements Highlights:  
• I was responsible for creating the game environments from 2d concepts images translated into 3d environments. I also model character, props, create hand painted textures to fit the design theme.   
• Facilitated and initialize cross-platform software, and encourage the development team to adopt emerging standards using both Autodesk Maya and 3Ds Max.  
• Excelled in development, scenes management, complete assign task in a timely.

### February 2006 - November 2008 New Jersey, United States

Education

# [REGIS UNIVERSITY](http://www.regis.edu/)

## Bachelor Degree in Computer Science

Social Science, Advance writing, Ethics, Computer science Fundamentals, C++ Control, and Data Structures, Philosophy, Statistics, Assembly language, Advanced Programming and Algorithms, Computation Theory, Data Network, Capstone, Linear Algebra, up to Calculus 2, Object-Oriented Programming, and much more.

### April 2016 - Present Denver, Colorado, United States

# [FULL SAIL UNIVERSITY](http://www.fullsail.edu/)

## Associate of Science Degree in Computer Animation

NURBS/Polygon 3D Model creation, Zbrush character, and asset development, Animation, Texturing and lighting, Computer Math and the Internet, Game Scene setup, Special Effects, Compositing in NUKE and SHAKE, Character setup and coding in Mel/Python, and much more.

### September 2003 - September 2005 Winter Park, Florida, United States

Languages

**English** (Advanced),

**Kru** (Native language),

**French** (Beginner),

Skills

\*Autodesk MAYA, \*Rigging and Animation, Ncloth/Fume/ Dynamic Effects, 3D Modeling, and Texturing/Normal maps, Adobe Affect, C#, C++, Open GL, Direct X, Character Creation, Clay Sculpting, Coding, Dreamweaver, Environment and Props Creation, HTML5 / CSS, JavaScript, JQuery, Woo-Commence, WordPress, Photoshop, Scripting, Technical Rigging, Traditional Drawing, Unity Editor, Visual Studio, Pixologic Zbrush, Windows, Word, Excel, GitHub and Bitbucket, Mac OS, Linux and Unix,