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| Jefferson Nah  704 Pacific Avenue • Hamilton, NJ 08629 • (609) 570-8983 • [nahjefferson@hotmail.com](mailto:nahjefferson@hotmail.com)  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  |

3D Artist, Project Summary:

-2012 Technical Characters Setup Reel, my role in creating this reel were Character Rigging, a Teddy Bear, a Female, a Dragon, a Troll texture with Maya NCloth animated. I used few advance technique during the setup for all the characters especially the Teddy Bear.

The Teddy Bear uses Mel script command (UI) User Interface controls for easy access to animate the model, for example the Teddy Bear with few controls added to the Mel UI equal to 231 lines of codes with few whit spaces, defining the UI with -t,-wh at 450x800, and initializing such frame layout, column layout with radio buttons, check boxes, separators and field sliders with specific values to determine for example how far the character rotate his head, arms etc. Mel script was then later converted to Python script for compatibility with other applications API.   
The blend shapes expression for the characters was created in Zbrush and export to Maya.

Constraint include, Ik/fk switch setup for arms and legs, with world orient switch to support the arms, legs & knee pole vectors, this for the characters that require acrobatic movements, or such flying.   
Basic controls feature, COG control at which the character can fly, fall down, get up, jump, stretchy torso with spline ik, for character that requires cartoony style movements etc., Also characters forearm driven via joint limitations to simulating realistic Ulna and Radius for forearm brachialis effects.

What I have learn during this rigging process was a quite bit of Mel script commands and how such character controls can be added to Python. Structure in relation to how it works within Maya while comparing to Mel and Python, Python offers cleaner structure and easier readable codes, the string methods are certainly cleaner, the file path structure are a huge advantage and the import option very useful in organizing and importing external asset, each necessary attributes for specific object are organize well. Python List is also very useful as it relates to an easier version of arrays.

-2008 Wii (Summer Sports Paradise Island, my role in summer sports was environment modeling, where I model, texture, and setup light maps for each environments and assets base on reference and concept images, 3d art was done in Autodesk Maya. The environments were then passed off to the programmers, texture artist, riggers, and special effects artist for additional edit.

Web, Project Summary:

Renovatio3d,  [http://renovatio3d.com/](%20http://renovatio3d.com/) - (developed 2013)**,** my role was development of the entire website. Prepare each graphic design in Photoshop and sample pages where layout in Axure wireframe. The final web development was done in Dreamweaver on WAMP server using HTML5/CSS, PHP, Javascript, jQuery, Ajax, action script 3.0, and Deeplinking.

# Lloyd's Alternative Asset Management – 2013, <http://lloyds-asset.com/index.html> - my role was development for the entire website using Javascript/JQuery/HTML5/CSS, and PHP. Early developments with my client involve Website mock-design setup using [Axure](http://www.axure.com/Default.aspx) wireframe and Photoshop.

### Phil Pratico Jewelers, <http://www.pratico.com/> - (2012), my role was development for the entire website a two week production time. Website mock-design was setup using [Axure](http://www.axure.com/Default.aspx) wireframe and Flash action script and Photoshop. Final development was done using Dreamweaver and flash, with XHTML/CSS/PHP, and Javascript. Google analytics and SEO setup for each web page.

### Felice Pasquale, <http://www.felicepasquale.com/> - (2011), my role was development of the entire website, where I worked with the clients regarding the design. The template mock-up layout was done in Photoshop and Axure wireframe. The final web development was done using Dreamweaver with Flash action script 3.0. Google analytics and SEO setup for each web page.

Renovatio3.0, <http://renovatio3d.com/renovatio3d.html> – (2010), my role was programming the entire website using Flash action 3.0. I worked with a graphic artist in the graphic designing of the website, and the mock-up design.

Optoma Pico – website <http://optomausa.com/products/ProScene> – (2009)., My role in working at Partner People involve updating website content on a database through a custom content management system(CMS) , Flash demos design, and video editing using Final Cut Pro.

D-Link <http://www.dlink.com/index.aspx> – (2009), my role in working at Partner People involve updating website content on a database through a custom content management system(CMS) , Flash demos design, and video editing using Final Cut Pro.

**Software Experience:**

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| --- | --- |
| Autodesk Maya | Advance |
| Pixologic Zbrush | Intermediate |
| Maya Mel Script | Intermediate |
| Python | Beginner |
| C#, C++(syntax), | Beginner |
|  |  |
| Dreamweaver | Advance |
| After Effect | Intermediate |
| Final Cut Pro/ PremiersCS5 /Captivate5/ Encore | Intermediate |
| Photoshop | Advance |
| Flash | Intermediate |
| Visual Studios 2010 | Beginner |
| Word Press CMS | Intermediate |
| Html5/DOM/CSS | Intermediate |
| JavaScript/ jQuery/AJAX /Deeplinking/PHP /Action Script 3.0 | Intermediate |

**Experience:**

**Lore Entertainment,** January - 2010 to 2013

Po Box 884 Princeton Junction Princeton, NJ 08550, Email: info@loreentertinment.com

Lead designer

Software: Autodesk Maya and Adobe master collection.

Projects: Lloyd's Alternative Asset Management, <http://lloyds-asset.com/index.html>

Phil Pratico Jewelers, [www.pratico.com](http://www.pratico.com) , [www.felicepasquale.com](http://www.felicepasquale.com)

Renovatio3d interactive design; <http://renovatio3d.com/renovatio3d.html>

Duties were working with clients on web development needs;

Tools used: are HTML5/CSS/PHP/JavaScript/JQuery/Denim/ SEO/AJAX/Deeplinking

**Partner People,** May - 2009 to August -2009

1800 E. Garry Ave. #113 Santa Ana, CA 92705, Email: info@partnerpeople.com

Maya Generalist / Flash Animator

Software: Autodesk Maya and Adobe master collection.

My role was to work on advertisement for Power-mat wireless phone charging system; modeling and texturing a Blackberry cell phone, I- Phone, and the Power-mat wireless phone systems.

The animation and camera animation I used motion trail in Maya during animating processing, render was setup with Maya Mantel Ray.

Web development:

My role was to updates D-link and Optoma Pico website, creating image and alpha channel for used in Flash to design a flash animation demos.

I work with the team on Optoma Pico projector websites, flash demos, further edited in Adobe after effect.

Broadcast video edited and implement text animation in Final Cut Pro.

**Works Zebra USA** June – 2009

20530 Anza Ave. Torrance, CA 90503 Website: [www.workszebra.com](http://www.workszebra.com)

Freelance 3d Artist

Software: Autodesk Maya and Adobe Photoshop.

Duties were to setup a camera and a commercial building for a vehicle commercial. Includes hard surface modeling for buildings along with texture map and render using mental ray. The work was done from reference images in relation to the currently city location chosen by the client.

**RTT USA,** February – 2008

423 N. Main St #300, Royal Oak, MI 48067

Freelance 3d Artist

Software: Autodesk Maya

My role was to setup a studio lighting system for a commercial vehicle, the scene was render using mental ray, mental ray shades, IBL, HDRI.

**Digital Embryo**, February 2007 to December 2008

Old Bridge, NJ Website: [www.digitalembryo.com](http://www.digitalembryo.com)

Environment Artist

Software: Autodesk Maya and Adobe Photoshop

Project; Summer Sports Paradise Island for the Nintendo Wii,

Responsible for producing 3D environments & assets from concept art,

I used hand painted textures and photo references texture for each environments that relates to the theme of the environments. Few Levels worked on was Egyptian statue golf level, Mayan mini golf level, prehistoric dinosaurs level and much more. And few character models and texture for in game use.

Cake Mania 2 with the 2d artists to display the correct resolution images on the Nintendo DS screen,

Also Unannounced Title worked on.

**Pillar 4 Entertainments,** January 2006 to April 2007

Stevens Point, WI Website: www.pillar4.com

Hard Surface 3d Modeler Intern position unpaid

Software: Autodesk Maya and Adobe Photoshop

Part of the developer team,

X shift project multiplayer on-line role-playing game.

I was responsible for hard surfaces environments modeling plus asset buildings including streets, sidewalk, low ploy vehicles and more. Unannounced Title worked on.

**Education:**

Full Sail University Winter Park, FL

Concentration: Associates of Science Degree in Computer Animation,

2004-2005

Regis University Denver, CO

Concentration: Computer Science, GPA 3.66

Winter 2013

**Reference:**

**Name of Reference:**

Joe Chotirawi

949-743-1155

Email Address:

joe@partnerpeople.com

How do you know this reference? Through work collaboration

**Name of Reference:**

Adrian Rodriguez

610-400-7780

Email Address:

rodriguez.adrian609@gmail.com

How do you know this reference? Friend through work collaboration

**Name of Reference:**

James Patton

Phone Number:

517-505-0039

Email Address:

jimbo3d@gmail.com

How do you know this reference? Colleague at Full Sail University