

Jeremy Books

3D Modeller, Texture and Lighting Artist

3333 Commercial Dr.
Vancouver, BC

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Skillset: 3D modeling, texturing, lighting and shading

Recently I graduated from Vancouver Film School's 3D Animation and Visual Effects program, gaining a strong passion as a 3D modeller and texture artist. Shortly after, I joined the game industry as a Quality Assurance tester, very excited and determined to start working as an artist within this industry.

Education:

Diploma – 3D Animation and Visual Effects

April 2013- April 2014

Vancouver Film School – 3D Animation and Visual Effects

Work Experience:

Computer Technician

ContinuIT - Goderich, Ontario

January 2012 – July 2012

Co-op position, built, cleaned and hardware troubleshoot desktop computers and laptops

Quality Assurance

Electronic Arts – Burnaby British Columbia

July 2014 – Present

Temporary full time

Technical proficiencies:

Maya, Mudbox, Zbrush, Photoshop, Nuke, Renderman

References:

Craig Shiells – Lighting Instructor

Vancouver Film School

Email: cshiells@telus.net

Colin Gilles – Animation Instructor

Vancouver Film School

Email: cgiles@vfs.com

Travis Guthrie - Modelling Instructor

Vancouver Film School

Email: tguthrie@vfs.com