

Jeremy Books

3D Modeler, Texture and Lighting Artist

1450 West Georgia St

Vancouver, BC

Phone: 778-227-2868

Email: jeremy.books@gmail.com

Website: www.jeremybooks.com

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 modeler and texture artist. I am very enthusiastic to join the industry and continue to learn everything I can about creating CG characters and environments.

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	
Carpenter	
Vandriel Construction - Goderich, Ontario	July 2012 –
September 2012	
Summer position	construction of barns and Houses,

Technical proficiencies:

Maya, Mudbox, Zbrush, Photoshop, Nuke, Renderman

References:

Craig Shiells – Lighting Instructor
cshiells@telus.net

Vancouver Film School

Email:

Colin Gilles – Animation Instructor
cgiles@vfs.com

Vancouver Film School

Email:

Travis Guthrie - Modelling Instructor
tguthrie@vfs.com

Vancouver Film School

Email: