

Jeremy Books

3D Modeler, Texture and Lighting Artist

1450 West Georgia St
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 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
Colin Gilles – Animation Instructor
Travis Guthrie - Modelling Instructor

Vancouver Film School
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