

## Contact

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[www.artstation.com/jeff\\_feligno](https://www.artstation.com/jeff_feligno) (Personal)

## Top Skills

Substance Painter

Zbrush

Digital Sculpting

## Honors-Awards

Spectrum 17

Top Row Zbrush Central

# Jeff Feligno

Senior Character Artist at Meta/Sanzaru  
Sammamish, Washington, United States

## Summary

Experienced Character Artist and Toy sculptor seeking full-time and/or freelance work opportunities. I have nearly 20 years experience making characters for a variety of licenses with multiple styles.

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## Experience

### Meta

Senior Character Artist

May 2022 - Present (1 year)

remote

### Amazon

Senior Character Artist

May 2020 - April 2022 (2 years)

Seattle, Washington, United States

### Self-Employed

Character Artist

May 2019 - May 2020 (1 year 1 month)

Greater New York City Area

### Amazon Game Studios

Character Artist

October 2014 - April 2019 (4 years 7 months)

Seattle

### Sucker Punch Productions

Character Artist.

August 2007 - October 2014 (7 years 3 months)

### Pixologic

Software Beta Tester

2006 - 2010 (4 years)

I have worked with Pixologic as a beta tester. I have tested and reviewed new features of their software and created promotional artwork. I have also spoken on their behalf at Zbrush User Group Meetings and Siggraph events.

### School of Visual Arts

Adjunct Faculty for the Computer Graphics Department

May 2006 - August 2007 (1 year 4 months)

I taught a figurative sculpture class at SVA. The class was inside their computer graphics program titled "Clay Sculpture for the Digital Artist."

Half the class was a figure study with a live model.

The other half was reworking the anatomy learned inside of Zbrush.

Short lectures and one on one crits were given during class.

### Inu Art

Freelance Toy Sculptor

May 2003 - May 2007 (4 years 1 month)

I have assisted Dave Cortes with his toy sculpture projects.

The work is/was mostly figurative sculpture with attention to anatomy and drapery.

### Diamond Select Toys

Freelance Toy Sculptor

2003 - 2006 (3 years)

### McFarlane Toys

Full-Time Toy Sculptor

2000 - 2004 (4 years)

New Jersey

Full-time toy sculptor.

Create complex articulated characters out of clay.

Worked long hours to meet deadlines.

High attention to anatomy and other specific character details.

Emphasis on aesthetics.

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## Education

Syracuse University

BFA, Illustration · (1996 - 2000)

Geneva High School

· (1992 - 1996)