

Jeffrey Hoover

3D Animation & Tools

<https://italic-r.github.io/>

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Experience	2K Games NBA 2K15	June-Aug. 2014
	Motion Capture Facial Retargeting Animator – Cleaned and retargeted facial mocap data with Faceware and Maya	
	Academy of Art University Tea Time Animation	Feb. 2016 – May 2017
	Club staff member – academic enrichment	
	Curpigeon Short Film	Feb. – May 2014
	Character and Creature Animation – old men and pigeons 3D Layout – Blocking, polish and asset consolidation	
	Borderlands Cooperative	
	Character Animation, Cleanup Animation – mesh intersection, spacing and timing fixes	Oct.-Nov. 2013
	David'sTea	
	Tea Guide – Entry-level retail associate	Sept. 2016 – Dec. 2017
	Shift Supervisor – Customer service and education, introduction to the world of tea	Dec. 2017 - Present
Languages	Python, Bash, learning Rust	
Software	Blender	Autodesk Maya
	Linux	Adobe Creative Suite
	Microsoft Office	Libre/Open Office
Education	Academy of Art University	
	Animation and Visual Effects – 3D Character Animation	May 2016
	Pixar animation classes, intermediate rigging, collaborative projects	
Interests	FOSS, tea, amateur radio, rigging, 3D layout, high adventure, photography	