

Jaison Stritch

Film and Television Production

Irvine, CA - Email me on Indeed: [indeed.com/r/Jaison-Stritch/0418df60a3f83704](https://www.indeed.com/r/Jaison-Stritch/0418df60a3f83704)

WORK EXPERIENCE

Indie Game Developer

Microsoft Indie Games - Irvine, CA - June 2009 to Present

Released two very Successful Games for the Xbox360 Console

January 10th, 2014 Awarded : Contract as official Xbox One Developer, and 2 Dev Kits

Released April, 2014 : PC "Zombie F" : First Person Shooter by Grunge Games:

<http://www.amazon.com/Grunge-Games-Zombie-F-Download>

Released August, 2013 : Xbox360 "Blood and Bacon" : 2 Person CO-OP Shooter w/ epic boss fights

<http://marketplace.xbox.com/en-US/Product/BLOOD-BACON/66acd000-77fe-1000-9115-d80258550d68>

Released June, 2011 : Xbox360 "Bloodycheckers" : 3D RPG Exploration Game with checkers.

<http://marketplace.xbox.com/en-US/Product/BloodyCheckers/66acd000-77fe-1000-9115-d802585508ba>

Game Developer

Microsoft Indie Games - Irvine, CA - 2009 to 2013

Responsible for all phases of game development on the Xbox360. Skills include writing C# and coding the game engine; writing the physics engine and all network code; animated/modeled/textured all game assets; designing shaders and assets for particle effects; wrote instancers and rigged instancers (shaders and code); designed menu systems and multiplayer lobbies; responsible for play-testing and quality control.

- Released two Successful Games for the Xbox360 Console

Visual Effects Supervisor

Stargate Digital Studios - Los Angeles, CA - 1995 to 2009

Visual Effects: Also worked at Warner Hollywood and other studios providing animation/modeling and texturing for television. Provided photo-real visual effects for TNT, NBC, ABC, Paramount and Nickelodean among others. Progressed in studio quickly:

Vice President of Operations

Stargate Digital Studios - Vancouver, BC - 2005 to 2008

15-20 employees.

Supervisor

Stargate Digital Studios - 2002 to 2008

Breaking down scripts/On Set Supervising, Directing and Shooting

On Set Supervisor

Stargate Digital Studios - Vancouver, BC - 2002 to 2008

to run Stargate Digital Vancouver, and Supervise multiple television shows, design signature visual effects for producers and directors.

- 2002 - 2008 Built and maintained a team of 10-20 2D and 3D artists for delivering visual effects.

Manager of 3D Department of 8-10

Stargate Digital Studios - 1995 to 2001

produced visual effects for tv series.

3D Animator

Modeler - 1993 to 1995

Silicon Graphics Workstations, Softimage/Alias/Dynamation.

• Please view filmography list: <http://www.imdb.com/name/nm0834627>

EDUCATION

Bachelors in Film/TV Production

University of Southern California - Los Angeles, CA

1991 to 1993

Computer Programming

State University of New York - Binghamton, NY

1989 to 1990

SKILLS

Microsoft Visual Studio 10 Years 4+ 2009-Present C#, C, some Javascript Years 3+ 2010-Present Scripting VB, Autoit3 Years 3+ 2011-Present HLSL (Xbox360), Shader Effects Years 3+ 2011-Present Maya Embedded Language Years 3+ 2010-Present XNA Game Studio 4.0 Years 4+ 2009-Present Adobe Photoshop CS Years 5+ 1998-Present Adobe After Effects, CoSA Years 3+ 1998-Present Maya 2011, Alias/Wavefront Years 4+ 2002-Present 3D Studio Max Years 1+ 2012-Present

LINKS

http://www.animationartist.com/2003/10_oct/features/cw_samn_part2.htm

<http://www.imdb.com/name/nm0834627/>

ADDITIONAL INFORMATION

Qualifications:

Functional game testing, manual game testing methodologies
Detailed Bug reporting, defect tracking and database entry
Bug reporting, types, and classification based on Blizzard game methodologies
Created scripts and batch files to develop Excel tracking tools
Game Development on Xbox360 Console and Windows XP, Vista, Windows 7
Microsoft Visual Studio C#, C, XNA, MEL, Autoit3
Content pipeline creation, and maintaining
Writing real time shaders, hlsl for Xbox360 gpu
Visual Effects Supervision and Direction
Delivering Photo-Real Visual Effects on a TV Schedule
Ability to successfully work in a team environment or independently
Results driven and goal oriented with commitment to completion of projects

Professional Skills:

Adobe Photoshop CS Years 5+ 1998-Present

Adobe After Effects, CoSA Years 3+ 1998-Present

Maya, Alias/Wavefront Years 4+ 2001-Present

3D Studio Max Years 1.5 2012-Present

Zbrush 3.1 Years 1.5 [...]

Maya Embedded Language Years 3+ 2010-Present

Microsoft Visual C# Years 4+ 2009-Present

XNA Game Studio 4.0 Years 4+ 2009-Present

HLSL (Xbox360), Shader Effects Years 3+ 2011-Present