

Jacob Abreu

Woodside, NY - Email me on Indeed: [indeed.com/r/Jacob-Abreu/a9c2e70f3353b905](https://www.indeed.com/r/Jacob-Abreu/a9c2e70f3353b905)

To find a challenging position to meet my competencies, capabilities, skills, education and experience where I can grow and continue learning. I love learning and mastering new skills as a professional and hobbyist. I have always enjoyed technology since I first laid hands on my first computer. My new goal is to open my own game developing company and expand my horizon in many other fields as well.

Willing to relocate to: New York, NY - Pennsylvania - New Jersey

Authorized to work in the US for any employer

WORK EXPERIENCE

Independent Game Developer

New York, NY - November 2016 to Present

- * Working on designing games using 3ds max, Maya, Mudbox, and Motionbuilder for 3d modeling, texturing and animation
- * Game engines used for my production are Unity3d, Unreal engine and Cryengine for game development.
- * Programming languages used are C# and C++ for game scripting and developing plugins for game engines.
- * Integrated a particle system within game engine.
- * Investigated an open-source library for use of scripting.

Freelance

Self Employed - New York, NY - March 2004 to Present

- * Liaising with clients and developing animation from their concepts.
- * Creating storyboards that depict the script, narrative and concept drawings of characters and environment backgrounds.
- * Designing backgrounds, characters, objects and the animation environment.
- * Working on every stage of the CGI process from modeling, texturing, rigging, lighting, shading, animating, particles and compositing.
- * Adept at learning new methods and current pipelines with swiftness and ease.
- * Use technical software packages such as 3DS Max, Softimage, Mudbox, Motionbuilder, Composite and MatchMover.
- * Worked on scripting language for game engines, such as Unity3D, Cryengine and Unreal Engine, based on clients' needs

IT/Network Engineer/Web Developer

Self Employed - New York, NY - March 2014 to October 2016

- * Built and ordered pc workstation and servers for business offices
- * Provided computer help desk support via telephone communications with end-users.
- * Performed diagnostics and troubleshooting of system issues, documented help desk tickets/resolutions, and maintained equipment inventory lists.
- * Provided computer help desk support and technical training on hardware/software.
- * Wired and rewired network cables through facility for computer network and phones.
- * Built and maintained server with active directory, backup and SQL server and administrative network.
- * Web design and graphic design.
- * Also worked on server side programming in PHP, JSP and ASP.net

Video Editor/Director

Adonai Studios - Corona, NY - January 2004 to March 2008

- * Edited video for the church services, commercials, concerts, and music videos.
- * Implemented visual effects using Motion and Combustion for example: moving titles, cartoon characters, blue and green screen keying for compositing a background, and particle effects like lighting, fire, smoke, and more.
- * Edited audio from EQ to adding reverberation, stereo spreader, and more.
- * Voice over recording for third person narratives and character voices.
- * DVD authoring as the final stage
- adding menus, chapters, information about the video and a link to the website when DVD is inserted to a PC.
- * Maintained MAC OS server and trouble shoot MAC workstation on a daily basis.

Teacher Assistant

Katherine Gibbs School - New York, NY - September 2002 to December 2003

- * Assisted professors in teaching during classes and helped students with any technical questions.
- * Tutored students with homework and class projects during tutoring sessions.
- * Gave students private sessions on advance techniques in software such as 3DS Max, Photoshop, and Final Cut Pro.

Graphic Production Designer

Orion Telecommunication Corp - Bayside, NY - June 2000 to September 2002

- * Directed the art department in design concept and information for phone cards and posters; Prices, Images, and Country listing information.
- * Proofed read and helped make changes and corrections to art flyers, posters, phone cards and brochures.
- * Sketched and implemented ideas for new design concepts for phone cards and poster layouts.
- * Assisted new graphic artists with designs and kept them informed with price and design changes.

EDUCATION

Associates Degree in Digital Media in Digital Media

Katherine Gibbs School - New York, NY
December 2003

Bachelors in Fine Arts in Fine Arts

Briar Cliff College - Bethpage, NY

SKILLS

3ds max (10+ years), AUTODESK MAYA (Less than 1 year), MAC (4 years), Photoshop (1 year), PHP (2 years)

ADDITIONAL INFORMATION

Technical Skills:

Applications: 3DS Max, Maya, Combustion, Toxik/Composite, Mudbox, Motionbuilder, MatchMover, Photoshop, Lightroom, Illustrator, InDesign, Acrobat, Dreamweaver, Animate, Muse, Premiere Pro, After Effects, Audition, SpeedGrade, Media Encoder, Bracket, Final Cut Pro, Motion, Soundtrack Pro, DVD Studio Pro, Avid Media Composer, Visual Studio, NetBeans, Microsoft Word, Excel, and PowerPoint, Publisher, OneNote, Visio and Outlook.

Operating Systems: Windows O/S, Mac O/S and Linux O/S.

Programming languages: C/C++, C#, Visual Basic, Java, JavaScript, HTML 5, XML, Visual Basic, Python, and PHP.

Other: Type 65 wpm.