JOE JONES

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Citizenship: USA   Language: English

Reel: https://jonesfx.com/#reel

CAREER-RELATED EXPERIENCE

Awards

Pixar's RenderMan "Timeless" Art Challenge

3rd Place Winner 2019

Freelance Artist, Atlanta, GA - 2019 • 2mons Present

Working freelance on animation projects with clients remotely.

The DVI Group, Atlanta, GA – 2018, 2019 • 1yrs 1mons

3D Generalist

Creation of 3D elements in videos for companies. Managing hardware/software of renderfarm, guiding 3D team in technical problems such as procedural modeling, texturing, and rendering pipeline.

Magnetic Dreams, Nashville, TN – 2017, 2018 • 1yrs 8mons

Lighting & Assembly / 3D Generalist

- Nickelodeon: • HBO's Sesame Street:
  - Sea Patrol   2018   Abby Playhouse Pilot   2018
  - Mech Champions Pilot 2017   The Magical Wand Chase 2017   2018 Emmy Winner

Worked with art directors to design surfaces and fur for lead CG puppet on Sesame Street.

Helped design and troubleshoot Ornatrix fur rendering pipeline for studio.

Worked with the compositing team to produce render layers and pass to best fit their needs.

Scripted in Mel and Python to speed up surfacing and rendering workflow.

Educational Resources Center at University of Georgia (3D Internship) – 2016 • 6mons

Generalist

Created models for augmented reality iPad app & 3D Intercellular medical illustrations.

Optimized UV layouts methods to reduce texture Project file size by 50% with no visual quality loss.

Worked with doctors to translate their knowledge and expertise to sculpted Zbrush models.

Troveup.com, New York, NY (Printed 3D jewelry designs) – 2015, 2016 • 11mons

Modeler

Worked with owner on 3D jewelry designs.

Troubleshooted design issues.

Freelance Videography, Atlanta, GA – 2013, 2016 • 3yrs

Cameraman / Editor

Blocked shots with an emphasis on attractive background elements in relation to the subject.

Directed actors to improve performances for video.

Developed camera techniques for movement and applied when shots best benefited.

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts: Visual Effects

Minors: Drawing and Technical Direction

SOFTWARE & SKILLS:

Excellent	Adequate
3D & 2D Apps	
• Maya, 3D Max, ZBrush, Adobe Suite	• Unity, Mel, Python, SpeedTree
• Softbodys • Bifrost	
Texturing & Shading	
• Substance Painter & Designer, Photoshop	• Mari
Renderers	
• Redshift, V-Ray	• Arnold
• Renderlayers, AOVs, Lights	
• Deadline & Royal Render distributed rendering	