

JACK CARON

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OBJECTIVE

To obtain a team role creating custom content for interactive experiences and continue to develop my talents as an artist.

EXPERIENCE

3D Artist II

Analog at Microsoft, Seattle, WA

January 2016 - Current

- * Asset creation and perf testing for Hololens application
- * Visual design for functional platform interface
- * Prototyping for future development

Junior Technical Director

Framestore, New York, NY

May 2014 - December 2015

- * Generated assets for virtual reality experiences
- * Assembled and polishing scenes in Unreal Engine
- * Ensured content quality and best practices

Surface Mimic, New York, NY

February 2014 - October 2014

- * Created high resolution texture from 3D scans
- * Facilitated and assisting with new technology R&D
- * Generated tiling textures using Photoshop

3D Artist Intern

Curious Pictures, New York, NY

May 2013 - August 2013

- * Hand-painted environment textures in Mudbox and Photoshop
- * Worked closely with Technical Director in production pipeline
- * Added artistic input on set dressing and prop placement

EDUCATION

School of Visual Arts

New York, NY

Bachelor of Fine Arts, 2014

Fashion Institute of Technology

New York, NY

Continuing Education, Fine Arts

SKILLSET

Organic Modeling/Sculpting
Hard Surface Modeling
Realistic and Stylized Texturing

Python Scripting & C#
Problem Solving
Leadership Experience