

JEFF CAVITT

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SOFTWARE

Modo | Max | ZBrush | 3D Coat | Maya | Unreal Engine 4 | CRYENGINE
Photoshop | Quixel Suite | xNormal | Substance Painter | Perforce | SourceSafe

PROFESSIONAL EXPERIENCE

DAVE School (Digital Animation and Visual Effects) – Instructor **09/14 – Current**

Curriculum planning and documentation.

My course covers many aspects of asset production and how to utilize them in Unreal Engine 4

Areas of UE4 covered: Asset Integration, Lighting, Blueprints, Matinee, Physics & Collision, and Particle Systems

Cloud Imperium Games – Vehicle Artist **04/13 – 01/14**

Titles

Squadron 42/Star Citizen – PC – Release Date TBD

Responsibilities

Modeling/Texturing – Ship components as well as assets used for Cinematic Ship Commercials

Tech set up of ships and weapons to be used in CRYENGINE

R&D on LOD systems and software

Lighting and rendering of assets for use in marketing materials

Terminal Reality – Environment Artist **11/04 – 04/13**

Titles

AMC's The Walking Dead - FPS (Xbox 360/PS3/PC) – March 2013

Star Wars Kinect (Xbox 360/Kinect) 2012

Ghostbusters: The Video Game (Xbox 360, PS3) 2009

Demonik (Xbox 360) Cancelled but featured in the movie Grandma's Boy.

Responsibilities

Modeling/Texturing – Various environments/breakable props/vehicles.

Assisted outsourcing by creating asset documents, critiquing/giving direction on assets during their production

Mentored Jr. Artists

Worked directly with Level Designers to make sure assets worked properly in levels and flowed with their vision

In Game Cinematics – Environments/Layout/Lighting

Post Asylum – 3D Artist Internship **08/04 – 11/04**

Commercial Work/VFX - Quickly transitioned to XSI. Primarily used particle systems and compositing tools.

Clients: Hit Entertainment (Barney: The Land of Make Believe DVD), Dairy Queen and Harrah's Casinos.

Recent Freelance Highlights

Visual Cue Studios - Environment assets for a VR simulation project in Unity - Under NDA – TBA

Liquid Development - Modeled and textured 2 Environment Buildings for Forza: Horizon 2

EXIS Interactive - AT-15 tank base mesh for World of Tanks

EDUCATION

The Digital Animation & Visual Effects School

Associates Degree in Digital Animation and Visual Effects.

The Art Institute of Dallas

A.S., Computer Animation/Multimedia – Graduated with Honors.