

JAKE BURSTEIN

3D CHARACTER MODELER

WORK EXPERIENCE

Elemental Labs, Anehiem California 2016 - 2017

Character and Environmental modeler for an AAA Game in-development.

- This was my first commissioned freelance opportunity to work with a small in develop AAA Gaming company for the game Reborn. Constantly communicated with the CEO of the company Franz Tissera along with the concept and rigging team to best translate 2d concept art into 3D T-Posed characters. My role expanded to work on lead characters as well as using my own concept for one of the creature characters.

- Responsible for modeling 4 characters. (High, Low Topology, UVS)

-Responsible for modeling 2 environments from received 2D concept art. (High, Low Topology, UVS)

NDMBRAND, Los Angeles California 2016

Jewelry modeler: Hercules Ring

- Worked with CEO David Benharroche to create a realistic wearbale signant ring.

Communicated regularly with David to include personal details inside the ring, as well as fine tuning the model to best fit the finger while maintaining the ring at a cost

AWARDS & ACTIVITIES

3DTotal Excellence Award (Batman VS Joker)	2017
Featured on CGSociety (Batman VS Joker)	2017
Featured on CGSociety and in their Art Gallery (SPHYNX)	2016
Exhibited in Society of Illustrators Los Angeles ILW53	2015
Exhibited in Society of Illustrators Los Angeles ILW52	2014
Exhibited in Creative Quarterly CQ35	2013
Exhibited in Society of Illustrators Los Angeles ILW51	2012
Exhibited in CMYK	2012
Director of Apparel Design for Zeta Beta Tau	2010-2013
Zeta Beta Tau Fraternity	2010-2013

STUDENT FILMS

GRIEF 2016

A live action and CG film by Diana Chu. Worked as the lead character modeler, responsible for concept art, high and low topology and UV's.

BAT DANCE 2015

An animated film by Katie Olson and Anna Vrieling responsible for the male and female bats, high and low topology and UV's.

AGROUND 2015

Lead character modeler. Responsible for the male and female characters, high and low topology and UV's.

HUNTED 2014

An animated film by Michael Anthony Nieves. Responsible for character clothing concept art.

CONTACT

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EDUCATION

2013-2017 SAVANNAH COLLEGE OF ART AND DESIGN

Savannah, GA
MFA in Animation
GPA 3.9

2009-2013 THE UNIVERSITY OF KANSAS Lawrence, KS

BFA in Visual Communications
Concentration in Illustration & Animation
GPA 3.5

STUDY ABROAD

June-August, 2014 Lacoste, France

June-July, 2012 Italy: Rome, Siena, Milan and Venice

SKILLS

..... ZBrush

..... Topogun

..... Headus UV

..... Unfold 3D

..... Maya

..... Mari

..... Photoshop

..... Illustrator