

JEDDCHEVRIER

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🌐 www.jeddchevrier.com

EDUCATION

College for Creative Studies, Detroit, Michigan
B.F.A. in Illustration, Concentration: Entertainment
Graduated -2011

Gnomon 3D Creature Development Master Class
Summer – 2011

Production Design Master Class – Dylan Cole
2016

SKILLS

Trained and proficient in traditional and digital painting, perspective, color theory, storyboarding, digital sculpting, digital modeling, anatomy, creative design process, art direction, illustration, typography, photography, art/design/illustration history

Experienced in the following software's: Adobe Creative Suite, Pixologic Zbrush, Autodesk Maya, After Effects, Cubase LE - SX, Corel Painter, Vue, Marmoset, Keyshot, Modo, 3D Coat

Public speaking, presentation and pitching experience

Leadership experience - helped build and lead the creative departments for both Project Spark and HXT at Microsoft

Lateral thinking and abstract problem solving skills for tackling on new challenges

Able to reliably produce creative and original ideas, ideations and quality content in high volume

Experienced in creating valuable content from key art and marketing materials to level paint overs

AWARDS / PUBLICATIONS

Spectrum 23

Into the Pixel 2014

Advanced Photoshop Magazine

Kotaku Personal Feature - 2014

Dungeons and Dragons 5th Edition

EXPERIENCE

HXT – HoloLens Experiences Team

Redmond, Washington

September 2015 - Present

Creative Lead

Responsibilities: Leading the skilled HXT Enterprise Acceleration Program Team to solve hard problems by utilizing proven creative processes, pragmatic decision making and helping to build an inclusive and inspiring working environment. Working closely with commercial partners to build compelling experiences that evangelize the HoloLens platform. Pushing the cutting edge of what is possible with Mixed (or Augmented) Reality with public facing HoloLens showcase experiences and demos.

Microsoft Studios - Project Spark

Redmond, Washington

September 2012 - December 2014

Lead Concept Artist (2012-14), Art Director (2014-15)

Responsibilities: Leading the content team in developing character, environment, and marketing/brand content for a highly-stylized IP - Project Spark. Providing daily feedback for internal and outsourced 2d and 3d work to help ship new content on a bi-monthly basis. Building style guides for in house and outsourced artists. Pitching new IP as well as helping develop existing franchises in a tasteful way. Helping build goals and creative guidelines for Microsoft first party products. Recruiting, interviewing and assisting in the hiring process for the content team at Microsoft Studios.

Freelance

August 2010 - present

Concept Artist / Illustrator

Responsibilities: Visual development for both existing and original IP for games, print and film. Design consultation, illustration and storyboarding for advertising. Ongoing contributing artist to Dungeons & Dragons 5th Edition.

Client List includes: Wizards of the Coast, Hasbro, Eydea Studios, Tropics DMG, Seventh World, Doner Advertising, The "AD" Department...

Hasbro

Pawtucket, Rhode Island

2011

Concept Artist

Responsibilities: Collaborate with writers and visionaries to visually develop characters, props and environments for a variety of entertainment mediums including film, digital gaming and toy products. Primarily working on the Transformers franchise.