

JEREMY TESTERMAN

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Animation | 3D Modeling | Game Design

EDUCATION

WASHINGTON STATE UNIVERSITY VANCOUVER

Major: Digital Technology and Culture | Minor: Fine Arts

GPA: 3.6

Presidential Honor Roll

TECHNICAL SKILLS

Software: Autodesk Maya, Substance Painter, Unity5, Autodesk Mudbox, Adobe CC suite, Blender

Programming Language: Introductory C#, Introductory HTML

Project Management: Slack, Google Docs, Github

RELEVANT WORK EXPERIENCE

Asset Creator – Beasts and Heroes – Emortal Sports, Inc. Seattle, WA

Created assets with a team for a Triple A Virtual Reality game. Models were created using Autodesk Maya and Substance Painter.

- Created 3D models in both high poly and low poly to be used in game
- Textured 3D models in Substance.
- Ensured that the UV mapping of the models was proper in both Maya and Substance.
- Constructed whiteboxed props and buildings for the game to later be fully textured and modeled
- Worked with a team in content creation using a pipeline system

Environment Artist/ Editor – NIA Sounds

Created all the 3d models including texturing for one of their music videos.

Editing the video with After Effects to blend in 2d animation with 3d environments.

- Created all 3d models and environments
- Held bi weekly meetings with team to make sure we were on schedule
- Half way through became lead on project so all decisions ultimately came down to what I thought was best for the music video.

Environment Artist/Asset Artist – Futriciti

Worked with a small team to build apartments to scale to be walked around in virtual reality.

- Modeled from blueprints and cad files in Maya to create scaled versions of apartments.
- Textured in substance painter to give life like look to models and assets.
- Once built in Maya would then bring models over to Unity and test scale to make sure everything seemed proportioned right.