

# Jason Parisi

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## 3D Artist

Award-winning and dynamic 3D Artist with a proven history of working for large companies like Apple, Inc to deliver projects on time and to the topmost quality. Skilled interpersonal communicator able to lead, train, and motivate others to their professional best.

- 3D Art
- Quality Assurance
- 3D Models
- Team Leadership
- Project Management
- Touch Up Art
- Staff Training & Development
- Interviewing & Recruiting
- Low & High Poly Modeling

## Career Experience

**Technical Artist / Process Engineer**, Apple Inc 2016 to Present  
Supervise and train a team of 20 contractors to create 3D models for prominent landmarks and flyover cities. Lead as Quality Assurance prior to the live release. Collaborate with software developers, backend engineers, and flight ops. Provide art direction, MEL scripting for Maya, and redesigning the Jira database.

- Achieved over 220 3D cities and tours delivered within one year, doubling production.

**Lead 3D Artist**, Mindlance Inc / Apple Engineering Team 2014 to 2016

Recruited, interviewed, and managed a high-performing team to deliver projects throughout their lifecycle. Collaborated with the Art Director in regards to design and artist function. Developed 3D models of prominent landmarks. Performed the initial Quality Assurance of 3D cities before client delivery.

- Managed 65 production artists to achieve deadlines to deliver 100 3D cities for Apple Maps.

**3D Hard Surface Modeler / QA**, The Adecco Group 2013 to 2014

Responsible for 3D hard surface modeling of buildings and iconic landmarks. Responsible as a touch up artist. Ensured excellent quality for the Flyover division.

- Promoted to full time within 8 months in a 12 month contract position.

## Education & Awards

**Bachelor of Computer Science in Game Art**, 2012 | Full Sail University  
*Lead 3D Artist for the National Flight Academy (Full Sail Div) for six months*

**Kitty Hawk Launch Award** | 2018 | for hard work and dedication creating new Apple Maps  
**Outstanding Achievement Award** | Full Sail University | featured 3D artist showcase

Autodesk Maya | Substance Painter | ZBrush | Adobe Suite | Unity | UDK | Final Cut Pro

| MS Office | MacOSX