

# Jason Parisi

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## SUMMARY

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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.

## SKILLS

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

## EXPERIENCE

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### Digital Graphic Designer

Demetree Real Estate Services | Winter Park, FL | August 2019 - Current

- Extensive professional use of Maya plus working knowledge of various other programs for 3D assets.
- Built library of standard 3D models for use and customization on multiple projects, saving costly rework on future jobs.
- Developed advanced digital 3D models for engineering department from conceptual 2D drawings and sketches.
- Created intricate and visually clear 3D renderings as part of major project proposals for architectural firms for new real estate developments.
- Create various marketing materials such as brochures, flyers, business cards, and signage
- Assisted with the development of website layouts, templates and unique branded looks for future company use and consistent branding.
- Created updated corporate brand by designing cohesive looks between elements such as logos and letterheads.
- Edited video by adding graphics, titles, audio and special effects.

## **Technical Artist / Process Engineer**

Apple Inc April 2016 - August 2019

- Supervised and trained a team of 20 contractors to create 3D models for prominent landmarks and flyover cities.
- Lead as Quality Assurance prior to live releases.
- Collaborate with software developers, backend engineers, and flight ops.
- Provide art direction, MEL scripting for Maya, and redesigning of Jira database.
- Achieved over 220 3D cities and tours delivered within one year, doubling production.
- Create training material for on boarded contractors.
- Created four rendering tools with development engineers for proprietary software.
- Present weekly and monthly delivery reports to upper management.

## **Lead 3D Artist**

Mindlance Inc. / Apple Engineering Team June 2014 - April 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 delivery.
- Managed 65 production artists to achieve deadlines to deliver 100 3D cities for Apple Maps.
- Distributed and managed daily and weekly work assignments.
- Manage the performance, write and deliver reviews, pre-screen interviewees, and actively pursue new recruits.

## **3D Hard Surface Modeler / QA for Apple Engineering**

The Adecco Group July 2013 - May 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**

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**Bachelor of Science:** Computer Science

Full Sail University | Winter Park, FL | 2012

Lead 3D Artist for the National Flight Academy (Full Sail Div) for six months

## **ACCOMPLISHMENTS**

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- Kitty Hawk Launch Award | 2018 | For hard work and dedication creating new Apple Maps
- Outstanding Achievement Award | Full Sail University | Featured 3D artist showcase