

JASON PARISI

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JParisi3dArtist.com

Objective

To continue my career with an organization that will utilize my LEADERSHIP and 3D ARTIST skills to benefit mutual growth and success.

Summary

Along with my team, I pride myself with execution of timeline projects with my best talent available to concept, create and contribute to the next level of success. Capable of leading a team of Artists from start to finish through project management daily, weekly, monthly and quarterly. Collaborate closely with Creative Director, ensuring that the team meets the quality and integrity of the project, including the vision and pushing of boundaries to a competitive vision. Exceptional visual and communication skills are strongly communicated with the team. Deadline-focus is important to the completion of a successful delivery of a project. Mentoring and inspiring artist is the key to the team as a whole.

Skills

- Strong time management skills with proven ability to focus on priorities
- Solid understanding of production design process and art techniques when producing modeled projects
- Excellent team communication and motivator
- Well-organized and detail-oriented, and capable of multitasking efficiently to increase company production
- Demonstrated ability to solve complex problems efficiently and maintain a pace in situations of intense schedule
- Ability to learn new programs quickly
- Proprietary software, Jira, Maya, Zbrush, Unity, UDK, Effects, Final Cut Pro, Microsoft Office, Mac OSX, Windows, and Photoshop

Work History

Lead 3D Artist , 05/2014 to Current

Mindlance / Apple Engineering Team – San Jose, CA

- Lead a team of 65 successfully through the process of unrealistic deadlines
- Motivate 3D artist to drive projects from start to finish
- Partner closely with Art Director addressing issues related to the design and artist function
- Facilitating daily, weekly work assignments
- Identify potential problems in the art pipeline and working with team to prevent them
- Manage the performance, write and deliver reviews, pre-screen interviewees, and activity pursue new recruits
- Reviewing modeled projects and Iconic landmarks
- Critique projects before completion & delivery
- Assessing IT problems (Mac base)

3D Hardsurface Modeling / QA for Apple Engineering Team, 07/2013 to 06/2014

Adecco for Apple Inc. – Cupertino, CA

- Touch up artist, Hard surface modeler
- QA modeling for flyover division
- Hard surface modeling of buildings and Iconic landmarks
- Team building for projects

Intern Game Art , 08/2012 to 01/2013

Art Intern / Full Sail University – Winter Park, FL

Internship as a game artist, duties included redesign of UI and HUD for World of Tanks.

Education

Bachelor of Science: Game Art, 2012

Full Sail University - Winter Park, FL

- Outstanding Achievement Award, featured in the 3D artist showcase by scoring 90% on final project
- Lead artist for the National Flight Academy (Full Sail Div.) for 6 months