

# Jason Findley | Character Artist

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## About

I have a broad range of experience with Digital Art, as a whole, but my passion is 3D Character Art and Sculpting. I'm currently working as a Character Artist at Telltale Games. I also have a Fine Arts background and graduated from Vancouver Film School's intense, immersive 3D Program.

## Current Position

Senior Character Artist at Telltale Games

## Past Positions

- Contract 3d Generalist at Teshler Creative
- Contract Character Modeler at Motus Digital Artist at Tivoli
- Senior Artisan (T3O:Modeler) at Pixelcorps
- Lead Graphic Artist/Supporting Web Developer at Viviance New Education
- Contract Artist at Human Code
- Contract Illustrator at Thinkwell
- Computer Graphics Artist/Animator at Murder Of Crows
- Computer Graphics Artist/Animator at Maxis

Graphics Intern/Contract Artist at Illusion Machines

## Education

- Vancouver Film School
- Southwest Texas State University
- Austin Community College
- University of Texas at Austin

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**3D Software:** ZBrush, Mudbox, Silo, Maya, XSI, Headus UVLayout

**2D Manipulation/Illustration Software:** Photoshop, Painter, Illustrator

**Animation/Matchmoving/Image Modeling Software:** MatchMover, Bougou, Stitcher, ImageModeler

**Compositing/Editing Software:** Shake, After Effects, Premiere

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## Experience

**Senior Character Artist | Telltale Games** | Privately Held; 100-150 employees; Entertainment Industry  
June 2008 – Present

Helped develop and implemented character designs for 5 distinct properties, in a variety of styles, for use in games. Other duties include mentoring fellow artists and over-seeing outside resources for character assets, among others.

**Contract 3d Generalist | Teshler Creative** | Privately Held; 11-50 employees; Advertising Industry 2008

Camera Mapping, Photogrammetry, Rendering & Lighting for multiple television commercials for Green Builder's.

**Contract Character Modeler | Motus Digital** | Privately Held; 11-50 employees; Entertainment Industry 2008

Editing character models for a television show pilot.

**Senior Artisan (T30:Modeler) | Pixelcorps** | Educational Institution; Motion Pictures and Film Industry 2006

Worked as Senior Organic Modeler on a movie trailer/proof-of-concept for the film "Europa". Delivered assets intended for integration with live plates, replacing a human actor's body parts.

**Artist | Tivoli** | Public Company; 10,001 or more employees; Computer Software Industry 2000 – 2006

Worked for Education Department on numerous projects as both Staff Artist and Lead Artist. Responsibilities included designing the graphic look, prototyping the interface, and scripting the functionality following original or existing style guides. Tools included Flash, Photoshop, 3DStudio Max, Maya, and Install Shield (among others).

**Lead Graphic Artist/Supporting Web Developer | Viviance New Education** | Privately Held; 51-200 employees; E-Learning Industry 1999 – 2000

Responsibilities included designing all graphics and implementing them for projects; from concepts and initial client consultations all the way through to usability testing and final website implementation. Products developed included web-based training, corporate website, sales presentations, and product demos. Other responsibilities included design of logic flow (interface and navigation design), programming of HTML for web pages, and conducting interviews for both technical and creative personnel.

**Contract Artist | Human Code** | Privately Held; 51-200 employees;  
Entertainment Industry 1999

Localized assets into five different languages for Hasbro's "Trivial Pursuit: Millennium Edition".

**Contract Illustrator | Thinkwell** | Privately Held; 11-50 employees; E-Learning Industry 1999

Created illustrations for online medical courses.

**Computer Graphics Artist/Animator | Murder Of Crows** | Privately Held; 1-10 employees; Computer Games Industry 1998 – 1999

Responsibilities included generation of game concepts and designing advertising/marketing materials. Content included portraiture paintings, interface designs, character concepts, and miscellaneous illustrations with a wide variety of tools.

**Computer Graphics Artist/Animator | Maxis** | Public Company; 51-200 employees; Computer Games Industry 1997

Responsibilities included generating world object concepts, concept sketches, models, and animations in 3DStudio Max, Photoshop, and related applications.

**Graphics Intern/Contract Artist | Illusion Machines** | Privately Held; 11-50 employees; Computer Games Industry 1997

Internship through the ACC Multimedia Department; later hired to develop game character concepts on a contract basis.

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## Education

**Vancouver Film School** (2006 – 2007) | 3D/VFX (with a concentration in Modeling) Advanced Modeling/Sculpting (Traditional and Digital)  
Advanced Lighting  
Advanced Rendering  
Life Drawing  
UV'ing  
Texturing  
Character Concepting  
Animation (Traditional 2D and 3D)  
Animatics  
Camera Setup  
Compositing  
Rigging  
Concept Development  
Storyboarding

**Southwest Texas State University** (1995 – 1998) | Fine, CG, and Commercial

ArtLife Drawing

Animation (Digital)

Illustration (Traditional and Digital)

Design

Art Direction

Corporate Package Design

Painting

Typography

Darkroom Photography

Ceramics

**Austin Community College** (1994 – 1997) | Fine, CG, and Commercial Art

Life Drawing

Animation (Traditional and Digital)

Illustration (Traditional and Digital)

Design

Painting

Typography

**University of Texas at Austin** (1990 – 1994) | Anthropology, Sociology, History,

Geography

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## Interests

I enjoy most things related to Gaming, especially FPS's (not excluding RPG's, Platformers, and Puzzle Games), the 'net (development) and reading nearly everything from SciFi/Fantasy to the Advances in Natural Sciences. Having grown up in three different countries, I enjoy travel in the US and abroad. I also recently started working/playing with HDR photography.

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## REFERENCES AVAILABLE ON REQUEST