

# Jason Findley | Character Artist

415.644.8399 | character@jasonfindley.info

## About

I have a broad range of experience with Digital Art, as a whole, but my passion is 3D Character Art and Sculpting. I have a Fine Arts background, graduated from Vancouver Film School's intense immersive 3D/VFX Program, and am certified in ZBrush.

## Current Position

Freelance Character Artist

## Past Positions

- Senior Character Artist at Toys For Bob (Activision/Blizzard)
- Lead Character Artist at Telltale Games
- Senior Character Modeler at Telltale Games
- 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

---

**3D Software:** ZBrush, 3D-Coat, Substance Painter, Silo, Headus UVLayout, Maya, 3DS Max, XSI, Mudbox

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

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

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

---

## Experience

### **Freelance Character Artist**

October 2017 - Present

Clients include Campo Santo, Telltale Games, and N3TWORK.

### **Senior Character Artist | Toys For Bob (Activision/Blizzard) | Publicly Held;**

150+ employees; Entertainment Industry

October 2013 - October 2017

Creating characters, as well as prototyping the toys, for "Skylanders" a multi-billion dollar franchise aimed at the 7-12 year market (developed as multi-platform titles, playable on a variety of platforms including iOS/360/XBOXONE/PS3/PS4/GC/Wii/WiiU).

In addition to my usual duties I enjoy the task of testing and implementing efficient work flow practices, as well as evaluating new tools and techniques in Character Creation, and the occasional Concepting task.

### **Lead Character Artist | Telltale Games | Privately Held; 150+ employees;**

Entertainment Industry

January 2012 - October 2013

Creating, and over-seeing outsourcing, of characters on "The Wolf Among Us" and the vertex/texture budgets (developed for multi-platform titles, playable on a variety of platforms including iOS, PC/Mac, PSN/XBLA, and 360/PS3/GC).

In addition to my usual duties I enjoyed the task of designing and implementing efficient work flow practices, as well as evaluating new tools and techniques in Character Creation.

### **Senior Character Artist | Telltale Games | Privately Held; 150+ employees;**

Entertainment Industry

June 2008 - January 2012

Creating characters across a wide variety of art styles and vertex/texture budgets (developed for multi-platform titles, playable on a variety of platforms including iOS, PC/Mac, PSN/XBLA, and 360/PS3/GC).

In addition to my usual duties I enjoyed the task of designing and implementing efficient work flow practices, as well as evaluating new tools and techniques in Character Creation.

### **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.

---

## 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

---

## **Interests**

I enjoy sculpting, painting on my iPad, and reading nearly everything from SciFi/Fantasy to the Advances in Natural Sciences. I also happen to be an entertainment maven (read: i like comic books, movies, tv, videos games, the net, etc.). Having grown up in three different countries, I also aquired a taste for travel in the US and abroad.

I also enjoy rapid prototyping for toys/collectables.

---

## **REFERENCES AVAILABLE ON REQUEST**