



3D Artist / Illustrator

SKILL SETS

3D Character Modeling
Texturing for Real Time Models
Concept Art / Sequential Art / Illustration
Logo and Brand Design
Game Design/Writing
Linear and Non-Linear Editing
Broadcast Motion Graphics
Broadcast Videography
Directing Live and Taped Broadcasts

RR1 Box 1049
Kunkletown, PA, USA 18058
Phone: (610-) 681-6541
jared@jaredlewis.com
http://www.jaredlewis.com

PLATFORMS

Windows 98/NT/2000/XP
Mac OS/X

PROGRAMS

Autodesk Maya
Adobe Photoshop
Adobe AfterEffects
Adobe Illustrator
Skymatter Mudbox
Pixologic Zbrush
Apple Final Cut Pro
Macromedia Flash MX

EMPLOYMENT

Blue Ridge Communications TV-13; Leighton, PA, USA

Creative Services; March 2005 – March 2006

- **Skills-** Motion Graphics, Post Production VFX, Non-Linear Editing, Concept Art, Logo and Brand Design, Videography for Television Programs with Beta and DVC, Operating Robotic Cameras for Events, Directing Live Truck Shoots, Writing for Air, Master Control
 - **Character Models / Textures / Graphic Elements**
ComputerWise Gamers Report; BRC TV-13 Programming Department
 - **Props / Textures / Graphic Elements / Logo Design / Music**
ComputerWise; BRC TV-13 Programming Department
 - **Backgrounds / Props / Textures / Graphic Elements**
ComputerWise Holiday Special Bumpers; BRC TV-13 Programming Department
 - **Backgrounds / Textures**
TV-13 News Special Report: Resorts in the Poconos; BRC TV-13 News
 - **Props / Graphic Elements**
Friday Night Football; BRC TV-13 Sports Department
 - **Backgrounds / Props / Textures**
Jim Anderson and Donna Parsons Concert DVD Intro; Penn's Peak

News Technical Director; January 2005 – March 2005

- **Skills-** Graphics for Broadcast, Running Tapes For Newscast, Directing Live Newscasts

Freelance Videographer; May 2003 – December 2004

- **Skills-** News and Sports Videography, Linear Editing with Beta and DVC

George Roberts Productions; Sciota, PA, USA

Freelance Graphic Artist; August 2004

- **Skills-** Logo Design and Motion Graphics
 - **Logo Design / Graphic Elements**
Event Video ID

Unified Front; Kresgeville, PA, USA

Character Artist; August 2004 – January 2005

- **Skills-** Character and Environmental Modeling, Concept Art, Logo and Brand Design
 - **Character Models / Environment Models / Textures / Concept Art**
All-City Mod for Unreal 2004

Brown Printing; East Greenville, PA, USA

Jogger; July 2001 – November 2001

- **Skills-** Printing Press Operation, Press Mechanics, Professionalism, Working with Deadlines, Ability to Pay Attention to Detail



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EDUCATION

Full Sail Real World Education; Winter Park, FL, USA

Associate of Science Degree in Computer Animation; December 2001 – February 2003

- **Received Advanced Achievement Award-** As voted by classmates.
- Game Character Setup and Design- Introduction to 3D in real time. Created low poly character models and textures for use in a game or other real time apps.
- Computer Character Design- Creation of a character and the creation of an advanced rigging setup.

Pleasant Valley High School; Brodheadsville, PA, USA; September 1996 – June 2001

Graduated as member of the National Art Honor Society

- **Awarded Pocono Record 1st Place for Jr. Advertising Achievement**

Baum School of Art; Allentown, PA, USA; Private Art School

- Cartooning I,II, III, and Advanced- Creating graphics in a sequential art format
- Illustration I and II- Creating both commercial and fine art works through drawing and illustration

Reel & References Available By Request

Willing to Relocate