

JEFFREY T. WERNER

Web Portfolio: www.fiea.ucf.edu/~jwerner

OBJECTIVE

Multitalented individual seeking full-time employment or internship opportunities as a 3-D computer artist (modeling or animation) or a related management position.

EXPERIENCE

The Zephyr: Tides of War (Spring and Summer 2008 at FIEA)

- Lead animator and motion capture director.
- Gave the original pitch during preproduction.
- Part of the design team and manager of the environment team.

Untitled Gears of War Level (Spring 2008)

- Level Designer / Builder
- Conducted extensive research in how to use the Unreal Editor with Kismet
- Wrote extensive Kismet sequences

The Grand Opening (Fall 2005 at Oneonta)

- Group project to create a 5-minute long fully animated 3-D short.
- Lead weight painter.
- Character modeler and texture.

EDUCATION

Florida Interactive Entertainment Academy (FIEA) (Grad 2008)

Master of Interactive Entertainment

3.79/4.0 GPA

State University of New York (SUNY) at Oneonta, Oneonta, NY (Grad 2006)

Bachelor of Science in Computer Art May 2006

3.29/4.0 GPA

Ulster County Community College, Stone Ridge, NY (2002-2003)

Attended full-time during my senior year of high school (dual enrolment)

TECHNICAL SKILLS

Programs: Maya, ZBrush, Motionbuilder, Vicon IQ (motion capture), Photoshop, PerForce, Unreal Ed, Gamebryo,

Platforms: Windows NT/2000, Mac OSX

Other Skills:

- Game team management skills
- Skilled in 3-D animation and motion capture.
- Proficient in polygonal modeling both high and low poly count.

AWARDS/ACKNOWLEDGEMENTS AND MEMBERSHIPS

Dean's List - SUNY Oneonta - Fall 2005

Member of the Association for Computing Machinery (ACM)

Member of Eta Kaur Pi computer art club at SUNY Oneonta

Participated in the Oneonta Fencing club and tournaments – Spring 2004 and Spring 2006