Jarred Everson

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Summary

Technical 3d Game Developer with over fifteen years of experience working on a variety of hardware platforms and team sizes. (Recruiters, I don't rig, or skin characters, please don't contact me regarding these roles) Focus on Character Art, (spent most of my career as a character artist for games) and Stylized PBR Materials, Substance Designer integration with Substance Painter, proficient with a wide array of software, Zbursh, Maya, Substance Designer, Substance Painter, 3dsMax, Modo, and more.

Experience

Senior Technical Artist
Riot Games
May 2019 - Present (1 year 2 months +)

Principal 3d Artist
Yacht Club Games
Dec 2017 - May 2019 (1 year 6 months)

Senior Character Artist
Blizzard Entertainment
Apr 2012 - Nov 2017 (5 years 8 months)
Creating 3d assets based off concepts, modeling, texturing, and implementation.

Character Artist
WayForward Technologies
Jan 2011 - May 2012 (1 year 5 months)

3d artist
Ready At Dawn Studios
Nov 2005 - Apr 2009 (3 years 6 months)

3d artist
Threshold
2003 - 2004 (2 years)
Lighting, Modeling, Shader creation, Camera setup and shot layout.

Education

3d Exchange
Certificate of Completion , 3d
1999 - 2001
Learned the basics of 3d Animation

Licenses & Certifications

3d Exchange Certificate of course completion - 3d

Skills

Maya • Modo • Zbrush • Digital Sculpting • Substance Painter • Substance Designer • Houdini