

Jeremy Vinar

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Objective

To make great art for a great company and to continue to grow as an artist.

Relevant Skills and Software

- Proficient with Photoshop, Maya and Painter.
- Wide range of experience with a number of proprietary game engine tools.
- Keen sense of dynamic design, lighting, composition and color theory.
- Extensive knowledge of anatomy, perspective and art history.
- Hardcore Gamer.

Experience

July 2006 to June 2009 Santa Cruz Games

Lead/Senior Artist

- Concept Artist for an Xbox Live Arcade title for Nicktoons.
- Senior 3-D Character Artist on Tomb Raider: Underworld for the Nintendo DS.
- Senior 3-D Artist on Godzilla Unleashed for the Nintendo DS.
 - General modeling and texturing for the game's characters and environments.
 - Created all sky domes and did all lighting for each level.
- Lead Artist/Sprite Artist on Leapfrog's Click Start console and *Finding Nemo Sea of Keys*, *Animal Art Studio*, and *Toy Story: To 100 and Beyond* games.
 - Produced 2-D sprite art.
 - Gave art direction to the team based on a style provided by the publisher.
 - Managed tasks for the team of artists and acted as go between for the team and the publisher on style and technical questions.

October 2005 to July 2006 Santa Cruz Games

3-D/2-D Artist

- 3-D/2-D Artist on Superman Returns published by Electronic Arts for the Nintendo DS and Game Boy Advance.
 - Created a wide range of environment, props and character models
 - Created all 60 of the in game 2-D cinematic images for the story mode.
 - Created all the sky domes and tuned all the lighting for each level.
 - Created sprite icons.
- Worked with the Creative Director at Santa Cruz Games on game pitch ideas for publishers. Created models, drawings and movies, which were intended to simulate final game play mechanics and style to prospective publishers.

August 2005 to October 2005 Konami

- QA tester at Konami. Tested games on Xbox, PlayStation 2, GameCube, Game Boy Advance and PSP. Duties included functionality testing and language testing for European releases.

July 2005 Electronic Arts

Production Assistant

- Worked as a Production Assistant to The Godfather game at Electronic Arts. Duties were to create the collision for the world terrain using Maya and Renderware.

March 2005 to June 2005 Electronic Arts

- Artist tools tester at Electronic Arts on the Battlefield 2 Editor team.
 - Created functional 3-D game content to be imported into the Battlefield 2 editor. This included modeling, texturing and preparing the proper hierarchies in Maya for the import process, then tweaking within the editor and placing in game.
 - Responsibilities included general testing of the editor software, making sure it functioned properly and that objects could be imported.

June 2004 to March 2005 Electronic Arts

- QA Tester for Electronic Arts. Duties included general PC/console game testing, looking for collision issues, crashes, graphic errors, sound or text errors, etc., as well as running test suites for specific aspects of the game and giving personal feedback on game play, balance and level design. *Shipped titles include:* Lord of the Rings the Third Age, Medal of Honor: Pacific Assault, Lord of the Rings Battle for Middle Earth, Battlefield 2 and Battlefield Modern Combat.

March 2004 Freelance

- Character modeler on the David Bokser animation Le Vieil Homme et Les Poissons. Modeled the main fish (koi).

Education

- Received Bachelor of Fine Arts in Illustration from The Savannah College of Art and Design.