

resume

Jermaine Saunders
www.jaieart.com

Summary of Qualifications

Over 2 years working at an graphic design boutique creating 3D graphics and Designing.

Skills

-3ds max, AFTERS EFFECTS, ANIMATION, Art Direction, CHARACTERS, Combustion, COMPOSITING, Design, DreamWeaver, Editing, Illustration, Illustrator, LIGHTING, MAYA, MENTAL RAY, MODELING, PHOTOGRAPHY, PHOTOSHOP, Premiere, RIGGING, Storyboarding, TEXTURING, Websites, ZBRUSH, PC/Mac Platforms

Work Experience

-Heavenspot Studios, Hollywood, CA 9/05-3/08
3D Artist/Animator
-Creating 3D graphics, designing and animations for websites and broadcast.

Projects

"Harold and Kumar 2" website/Animation for website
Pepsi Futbol website/Animation for Website and Motion Graphics
Ecko TV Season 2 and 3 /Motion Graphics, 3D animation and Compositing
"The Nativity Story" Movie Banner Ads/ Animation in Flash
"Texas Chainsaw Massacre: The Beginning" movie Banner Ads/Animation in Flash
American Racing Commercial/3D animation
"Snakes on a Plane" movie website/Animation for Website
Speed Racer Lives website and online Shockwave Game/ 3D Images for website and building 3D level for game
"Just My Luck" movie website/Animation for Website
"Take the Lead" movie Mashup Mixer/ 3D Animation Intro
"A History of Violence" movie Banner Ads/ Animation in Flash
"Running Scared" movie Running Scared: Welcome to Grimley online Shockwave Game/3D modeling levels and Animation
James Stewart intro/ 3D animation
Red Bull CD-Rom/3D animation
Delicious Films Intro Animation/ 3d animation, effects, and Compositing
"24" On Air Promo Commercial/ 3d animation and Effects
Holla mobile website/ 3d animation
"50 cent: REFUSE TO DIE" Documentary website/ 3D animation and effects for website
"Tenacious D in: the Pick of Destiny" Movie Teaser website/ Animation for website
"Domino" movie Banner ads/ Design and Recomping
Han Cholo website/3D animation Intro for website and effects

Honors and Awards

Stash 30 Monthly Dvd Magazine
Articles in Dexitner 50 Cent Refuse to Die website(<http://www.dexitner.com/digital/news-g5486.html>)
Ecko TV Season 3(<http://www.dexitner.com/digital/news-g9526.html>)
Bedagi.com(<http://www.bedagi.com/community/news/4992>)
Running Scared 3D Shockwave Game(<http://www.dexitner.com/digital/news-g7099.html>)
American Racing
Vftalk.com (<http://www.vftalk.com/forum/heavenspot-creates-commercial-spot-american-t7551.html?s=495c24d1e5959debad2bb5cb6eae7c07&#amp;>)
iCOM Article (<http://www.icommag.com/december-2006/december-page-10.html>)

Celestial Mechanics Planetarium project 3/05-5/05
-UCLA Design/Media Arts department
-Use Maya Particle systems to create motion effects for scene.

Freelance 3D Animation/Motion Graphics 1/05-2/05
-Heavenspot
-Use Maya to create motion graphics for company.

Freelance 3D Pre-visualization for Young & Rubicam 1/05
-Ad for Sony
-Modeled and rendered sketched image using Maya

Education

December 2004 Bachelor of Science
in Media Arts and Animation The Art Institute
of California—Orange County