



JOE JONES Jr.

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## CAREER-RELATED EXPERIENCE

### The DVI Group – 2018 • Present • 5mons

#### Generalist

Creation of 3D elements in videos for companies. Managing hardware/software of renderfarm, guiding 3D team in technical problems such as procedural modeling, texturing, and rendering pipeline.

### Magnetic Dreams, Nashville, TN – 2017, 2018 • 1yrs 8mons

#### Lighting & Assembly / Generalist

- *Nickelodeon:* Sea Patrol 2018
- *HBO's Sesame Street:* Abby Playhouse Pilot 2018
- *The Wingfeather Saga (Novels)* Wingfeather Pilot 2017
- Mech Champions Pilot 2017
- The Magical Wand Chase 2017

Worked with art directors to design surfaces and fur for lead CG puppet on Sesame Street. Helped design and troubleshoot fur pipeline for studio. Scripted in Mel and Python to effectively remove user error and speed up workflow. Learned new software packages and applied a strong work ethic to be an asset to the company.

### Educational Resources Center at University of Georgia (3D Internship) – 2016 • 6mons

#### Generalist

Unity Game Engine made augmented reality iPad app & 3D Intercellular medical illustrations. Optimized UV layouts methods to reduce texture Project file size by 50% with no visual quality loss. Worked with doctors to translate their knowledge and expertise to sculpted Zbrush models.

### Troveup.com, New York, NY (Printed 3D jewelry designs) – 2015, 2016 • 11mons

#### Modeler

Worked with owner on 3D jewelry designs. Troubleshooted design issues from other artists.

### Freelance Videography, Atlanta, GA – 2013 - 2016 • 3yrs

#### Cameraman / Editor

Blocked shots with an emphasis on attractive background elements in relation to the subject. Directed actors to improve performances for video.

## EDUCATION

### Savannah College of Art and Design

Bachelor of Fine Arts, Visual Effects  
Minors, Drawing and Technical Direction

## SOFTWARE & SKILLS:

### Excellent

#### 3D & 2D Apps

• Maya, ZBrush, Adobe Suite, Nuke

#### Texturing & Shading

• Creating texture maps and shader networks  
• Substance Painter & Designer, Photoshop

#### Renderers

• Redshift, RenderMan  
• Renderlayers, AOVs, Lights

### Adequate

• Mel, Python, Bash

• Mari

• V-Ray , Arnold