

Jesse O'Brien
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Objective: A dynamic job with an animation studio, creating character animation.

Experience: Freelance 8/2010 to Present
Clients have included Lake Effect Applications and The University of Puget Sound.
Responsibilities included character animation, character and environment modeling, lighting, texturing, rigging, and skinning.

International Academy of Design & Technology 4/2011 to 8/2011
Animation Instructor.

Budcat Creations 6/2006 to 6/2010
Responsibilities included character animation, character and environment modeling, lighting, texturing, rigging, and skinning.

Internship at Psychology Software Tools
Responsibilities included working with motion capture equipment, modeling, skinning, and animating.

Alfred State College
Instructor for level 1 Maya class at Alfred State College.

Education: MFA, The Academy of Art University (in progress) 6/2010 to Present
BS, The Art Institute of Pittsburgh (March 2006) 3.8 GPA
AAS, Alfred State College

Awards: 1st Place - (Individual category) Hewlett Packard/Saytek/Art Institutes National Animation Competition July 2005 for Open Mic Night

1st Place - (Team category) Hewlett Packard/Saytek/Art Institutes National Animation Competition July 2006 for Snowday

Best of Show for Multimedia - Art Institute of Pittsburgh Student Show

Skills: 3D animation, modeling, lighting, texturing, skinning, rigging

Software Proficiency: Autodesk Maya, Autodesk 3D Studio Max, Adobe Photoshop, Adobe Flash, Adobe After Effects, Adobe Premier Pro

References: Available upon request.

Shipped Titles: Top Shot Arcade - Wii
Our House Party - Wii
Guitar Hero Aerosmith - PS2
Blast Works: Build, Trade, Destroy - Wii
Guitar Hero III: Legends of Rock - PS2
Arena Football: Road to Glory - PS2
Nacho Libre - DS