

Jesse J Oliger

9841 Lenox Crest Pl.

Las Vegas, NV 89134

Cell: (973) 787 - 4316

E-mail: JesseOliger@Hotmail.com

www.JesseOliger.com

OBJECTIVE

- 3D Senior Animator position with a stable and reputable games company

SKILLS

- 3D Studio Max, Biped; CAT; Back Burner, After Effects, TC: Particular; Shine; and Form, Maya, Mudbox, Zbrush, Photoshop, Illustrator, Crazy Bump, Hero Engine, Alchemy Engine, Torque Engine, Perforce, Tortoise svn, Adobe Premiere, Windows XP/Vista/7

EMPLOYMENT HISTORY

Instant Action, Las Vegas , Nevada

November 2009 - November 2010

Lead Animator

Instant Jam (Web)

- Worked on hand keyed animations for Guitar elements
- Concepted and generated looping background videos / animations for use in gameplay
- Edited together advertisements for Instant Jam from gameplay footage and various After Effects generated motion graphics
- Constructed skeletal rigs for prototype avatars
- Skinned Avatar Models and created test animations
- Concepted and generated band specific assets for purchase in store

Other (Web & Mobile)

- Generated png cel animation sheets (sprites) for undisclosed iPhone title
- Created character rigs of varying intensity as bench tests for Tech Demos
- Animated character loops and actions as well as ambient effects for various Tech Demos

Vicarious Visions, Albany, New York

April 2009 - July 2009

Animator

Marvel Ultimate Alliance 2 (Xbox 360, Playstation 3)

- Worked on hand keyed animations for Engine Driven Cut Scenes which included staging, layout and camera set up/animation
- Motion Capture clean up and implementation
- Facial Animation and Lip Sync
- Hand Keyed Character and Environmental Prop animation
- Polish and bug fixes

Simutronics Corp, St Charles, MO
July 2005 - Mar 2009

3D Animator /Modeler/FX Artist

Hero's Journey (PC)

- Creating unique animations for player characters and NPCs in the form of: Character Idles; Attack Sequences; Spell Animations; and Basic Movement (ie. Walk, Run, Turning, etc.)
- Modeling/Texturing characters and character parts for both NPC and player characters
- Rigging/skinning various characters and character parts
- Instantiating new characters into Hero Engine and setting up/editing their parts files, animationset.dat files and AnimationAgentScripts (.aas files)
- Creating Particle Textures and Emitters in Photoshop and Hero Engine respectively
- Setting up special effects sequences in Hero Engine for environmental FX and Combat FX
- Modeling/Texturing assets such as furniture, statues and other environmental props
- Work in a collaborative team environment along side artists, scripters and programmers.

UPS, Secaucus, NJ
June 2004 - July 2005

Outbound Shipping Monitor

- Loaded trucks for 2 months
- Was Promoted to the training team and trained new hires to load on various docks
- Was moved to the Scanning Room to monitor the outbound scans and ensure packages were headed to the correct destination
- Worked in a fast paced (often stressful) environment with a sense of urgency to meet strict deadlines
- Took a brief managerial (in house) training course to learn to effectively deal with upset/disgruntled employees
- Conducted quality assurance exercises with union employees

EDUCATION

Savannah College of Art and Design, Savannah, GA
1998 - 2003

Major: Sequential Art and Computer Art/Animation

NOTABLE EDUCATION ACHIEVEMENTS

BFA in Sequential Art

BFA in Computer Art

- Studied in a small personalized environment under industry Animators/Instructors/Artists.