

JASON SWEARINGEN

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3D ARTIST / ILLUSTRATOR

OBJECTIVE	To acquire an entry-level position as a Visual Effects Artist.	
SUMMARY	<ul style="list-style-type: none">• A driven artist with a keen sense for detail and a desire to expand creatively through a company known for high-quality work and talented individuals.• Dedicated to the creation of strong, detailed compositions.• Excellent communication and problem solving skills.	
SOFTWARE SKILLS	<ul style="list-style-type: none">• After Effects• 3ds Max• Maya	<ul style="list-style-type: none">• Photoshop• Illustrator• V-Ray• Premiere• ZBrush• Vue
WORK EXPERIENCE	<p><i>iF Magazine</i> – Los Angeles, CA Oct. '09 – Present</p> <p>Graphic Designer & News Editor</p> <p>Providing news, reviews, and graphic elements for a web-based magazine with focus on entertainment and pop culture content.</p> <p><i>Rice University</i> – Houston, TX Dec. '09 – Feb. '10</p> <p>Vector Illustrator, Contract June '09 – Aug. '09</p> <p>Supplied the Center for Technology in Teaching and Learning with vector-based character and environment illustrations.</p> <p><i>Adcetera</i> – Houston, TX Aug. '08 – Nov. '08</p> <p>Motion Graphics Artist</p> <p>Utilized a mixture of After Effects, 3D Studio Max, and Photoshop to create advertisements and demos for upcoming Hewlett-Packard products.</p> <p>Adapted to work in a team-oriented production environment.</p>	
OTHER EMPLOYMENT	<p><i>The Art Institute of Houston/EDMC</i> – Houston, TX Mar. '07 – June '08</p> <p>IT, Student Worker</p> <p>Assisted students and faculty with hardware, software, and network related issues; as well as digital camera support.</p>	
EDUCATION	<p><i>The Art Institute of Houston</i> – Houston, TX June '04 – June '08</p> <p>BFA, Media Arts & Animation*</p> <p>*Awarded Best of Show – Spring 2008 Portfolio Show.</p>	
AFFILIATIONS	ACM SIGGRAPH	