JORDAN SCHUSSLER
3D DIGITAL ARTIST

WEBSITE: JORDANSCHUSSLER.COM
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EXPERIENCE

3D Digital Artist
Freelance Contractor
March 2016 - CURRENT

Software: Maya, 3DS Max, Substance, Photoshop, Unreal Engine

- Creating High/Low definition meshes in Maya, UV unwrapping, and optimization
- Photo-realistic texture creation using Photoshop and Substance
- Environment lighting performant for VR/AR
- Unreal Engine material creation, collision modeling, environmental VFX, and performance testing
- Project management and asset optimization
- Windows PC, VR hardware, and A/V equipment set up and maintenance
- Calibration of displays and tracking with performance testing
- Managed project file uploads and preloading assets for clients
- Assembled and maintaned custom Windows PC hardware and software environments.

Environment Artist
Bevel Space
July 2018 - Feb 2019

Software: Maya, 3DS Max, Substance Unreal Engine, Datasmith, Perforce, Photoshop, & Google Drive

- 3D hard surface modeling, texturing, and optimization for Unreal Engine
- Mesh cleanup, retopology, and UV cleanup of client provided assets
- Preloaded final assets for client review, and managed final delivery packaging and upload
- Implemented delivered assets into Unreal and managed uploads through Perforce
- Created asset implementation procedure to fix lightmap baking issues.
- Assisted with Unreal Blueprint mechanics

Lead Artist
Fat Red Couch
July 2014 - February 2016

Software: Photoshop, Adobe Flash, Illustrator, Maya, Corona Engine

- Increased production by efficiently coordinating and managing animation team to on-time completion of multiple concurrent client projects
- Created style guides and production documentation for processes and tools
- Greatly saved production time by creatively scripting pipelines for asset processing
- Animated for Adobe AIR and Corona frameworks targeting Android, iOS, Windows, and Macintosh platforms
- Set up Windows & Mac system hardware and software, color calibrated displays, and performed system/software maintenance as needed

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Environment Artist
Forge FX
September 2012 - November 2012

Software: Maya, 3DS Max, Photoshop, Unreal Engine, Google Drive

- Created photo-realistic 3D models in Maya and textures with Photoshop
- Photographed and sourced real life assets to provide realistic foliage and other environmental detail
- Packaged and uploaded assets to project manager for assembly

EDUCATION

Art Institute of California San Diego 2011
B.S. in Game and Interactive Media Art & Design
Focus on 3D modeling, animation, lighting, and in-engine FX

Sony Online Entertainment Mentorship 2010
Six month workshop in team based level design as environment artist, FX artist, and animator

SOFTWARE

Maya & 3DS Max
Photoshop & Illustrator
Mudbox & Zbrush
Substance Designer/Painter
Unreal Engine 4
After Effects