

Jeff Horal Environment Artist

Career Objectives

A dedicated and passionate professional seeking a full time position as an artist at a game, film, or visual effects studio. Knowledgeable in nearly all aspects of CG production with nearly 10 years of experience working with 3d applications. Highly skilled in Photoshop, Maya, Mental Ray, After Effects, Mudbox, Premiere, and Dreamweaver with mid-level skills in 3ds Max, Unreal Engine, Speedtree, Nuke, Renderman, Houdini, Illustrator, Flash, Body Paint, and VRay.

Work Experience

38 Studios *June 2011-Current*

Started as an Associate Artist and was quickly promoted to Artist 1 on the environment team. I have taken on a wide array of roles on the environment team, such as modeling props and architecture, terrain sculpting and painting, prop placement, and technical optimization. Currently on my team I am the Principle Artist's first assistant, and have a very large role in determining the overall look of environments, as well as having the ability to get down on the front lines and add in lush detail. On top of modeling, sculpting, painting, propping, and optimizing my current role also involves working with the Principle to select the proper terrain textures, foliage palette, and prop palette.

Hephaestus *2011*

Modeling, UV mapping, texturing, and lighting for "Hephaestus." The film, directed by Alex Curtis, is a large collaboration of students and industry professionals across the country. I created a large part of the environment where many shots take place that is entitled "Station" in my portfolio.

Elevation Church *2011*

Created dozens of 3d assets for Elevation Church's Easter production. The assets were rendered in a contour style that allowed for further post production in After Effects by other members of the team. Each asset was rendered with several seconds of animation to be integrated into the overall piece.

CRLA Certified Tutor *2010-2011*

Certified peer tutor by the College Reading and Learning Association. Tutored in numerous 3d applications, Photoshop, Illustrator, Dreamweaver, After Effects, and Premiere at the Savannah College of Art and Design.

Mark Kistler's Imagination Station *2009*

Character design and modeling, UV mapping, texturing, lighting, and rendering for a 3d Group Project course creating several animated introduction segments for the television show "Mark Kistler's Imagination Station" airing on PBS.

+Vantage Corporation *2007-2008*

Designed, coded, and integrated a full corporate web page for +Vantage Corporation. The job included flash programming, videography, and optimizing old resources for new trends in web design.

Education

B.F.A from Savannah College of Art and Design *2011*

Major in Animation with a minor in Technical Direction
Graduated *magna cum laude* with a GPA of 3.88

Academy of Art University *2006*

Certificates in Drawing, 3d Modeling, and Maquette for Animation from the Academy of Art University, San Francisco 2006

High school diploma *2007*