

Jennifer C. Miller

jcmiller3d@gmail.com

(503) 206 - 2792

jcmiller3d.com

Skills

- Hard Surface Modeling
- Organic Modeling
- UV Unwrapping
- Texturing
- Concept Design
- Digital Illustration
- Freehand Illustration

Software

- Maya 2015
- Zbrush 7
- 3ds Max 2015
- Unreal 4
- UDK
- Unity 4.5
- CrazyBump
- Photoshop CC
- Illustrator
- Adobe After Effects
- Adobe In Design
- Adobe Flash
- Microsoft Suite

Related Experience

Art Institute of Portland, Portland, Oregon

2014

Super Thrust Busters interestingshape.com - Modeling and Texturing Artist

- Hand Painted Normal mapping repair for broken normal maps
- Modeled, UV unwrapped, and textured environment assets, props, and pickups
- Photoshop, Maya, CrazyBump

Art Institute of Portland, Portland, Oregon

2014 – 2015

OPB - Team Art Lead

- Logo and Slash Screen Design
- Approved models, textures, and matte paints
- Matte painted clean parallax and destroyed version of several locations

Art Institute of Portland, Portland, Oregon

2015

Bard Quest - Environment and Button/Icon Design

- Designed Environment and Buttons/Icons
- Created Pixel Art for Environments and Buttons/Icons

General Experience

Drawing Classes, Dining Services, Housekeeping

Feb 2008 – Oct 2014

Royalton Place Retirement

- Instructed basic to intermediate drawing techniques monthly, with an emphasis on perspective, composition, and value.
- Dining setup, service, and cleanup, and cleaning services for the common areas of the building.

Graphic Artist

Mar 2012

Red Coach Restaurant

- Design of Logos, buttons, and signs.

Education

Bachelors of Fine Art in Game Art and Design

Mar 2012 – Jun 2015

The Art Institute of Portland

Associates of Arts

Graduated 2012

Clackamas Community College