Jacob Shroades
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SKILLS

Technical

Maya, 3DS Max, Cinema4D, Blender: Modeling, Shading, Animation, Lighting, Rendering, Particle/Fluid Systems
Photoshop: Illustration, Textures, Photo Editing
Illustrator: UI, graphic art
Nuke, After Effects, DaVinci Resolve/BM Fusion: Keying, 2D/3D Tracking, Rotoscoping, Projection, editing
Zbrush/Blender: Sculpting, Texturing
Marvelous/Blender: Cloth sim and sculpting
Syntheyes/Blender/DaVinci Resolve: 3D camera and object tracking
Substance Designer/Painter: Texturing low and high poly meshes, baking textures
Unity/Godot: Game Art Pipeline, Shaders, Particle Effects
Unreal Engine 4: Virtual Production Environments, Game Art, Blueprints, Sequencer, Niagara

Professional

- Collaborative problem solver, good at working within a team and helping others
- Learn new tools and workflows quickly
- Driven to complete goals efficiently, fast but also meticulous
- Not a diva -- ego is not important, getting to the right answer is important

EDUCATION

Full Sail University, Winter Park, FL - May 2012
Bachelor's Degree of Computer Science Advanced Achievement Award, Valedictorian

AWARDS

Northwest High School Film Festival Award - 2008 - Short Film "Trashcan Park"
Rotary Student of the Quarter - 2010 -Mount Si High School
Advanced Achievement Award - 2012 - Full Sail University

EXPERIENCE

Freelance - Various – January 2024 - Present
3D Artist, Virtual Production - Created and updated assets for a game for MixMob, Virtual production with Mirada, Vossler, and Run Studios, misc 3D for TV spots and films

Vossler Studios – May 2022 - December 2023
Virtual Production Artist - Created environments and occasionally operated LED stage for productions, tested and pushed the limits to see what could be done with the new technology

Freelance - Various – October 2016 - May 2022
3D Generalist/Compositor - Worked with studios like World Famous, Wild Gravity, Electric Sheep, Kontent Partners, Curator Pictures, Loaded Pictures, Vossler - Screen replacement/UI design, Shot cleanup, wire removal, Keying/Roto, integration of CG assets and motion graphics, motion design, character animation, 3D tracking, general compositing

Microsoft – June 2016 - September 2016
3D Generalist - Created art assets and prototypes for Hololens Apps in Unity and a proprietary engine

ZOIC Studios – August 2015 – May 2016
2D Compositor – Keying, integration of CG sets and characters, and creation of magical effects for Once Upon A Time TV series, worked in Nuke

Workhouse Creative – August 2013 - March 2015
Visual Effects Artist/Post Production - Creation of 3D content and renders in Maya and digital compositing in After Effects

Freelance - Bungie – February 2013
Visual Effects - Converted 2D concept art to 3D projection using Maya, After Effects

Freelance - Keith Rivers Films – May 2012 - June 2013
Visual Effects – Animated 2D motion graphics in After Effects, recreated graphics/UI in Photoshop and Illustrator, modeled, shaded, lit, Animated, and rendered in Maya