

Jeremy Tabor – Sr. Character/Blendshape Artist

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Skills:

- High and Low-poly Modeling
- UV unwrapping
- Texture Painting
- Blendshape Sculpting
- Shader Construction
- Team Management

Software:

- Zbrush
- Maya, 3ds Max
- Mari
- Substance Painter
- Photoshop
- Marvelous Designer
- UE4, Unity 3d

Experience:

- 3d Art Lead
Stalwart Games, July 2018 – July 2020
Assembled and managed a well-balanced 3d team capable of crafting high fidelity art assets for an unannounced title on an upcoming VR platform. Maintained team chemistry while working with individual members to identify overlap between their personal goals and those of the project. Collaborated with Concept and Engineering departments to arrive at a sustainable and performant art style.
- Sr./Lead Character Artist
Daybreak Games, November 2017 – June 2018
Served in an R&D role during pre-production on multiple unreleased titles. Worked closely with Animation and Tech Art departments to establish a character art pipeline across the unreal projects at the studio.
- Character & Blendshape Artist
Sony VASG, April 2015 – November 2017
Modeled, textured, and sculpted blendshapes for photorealistic character models on several AAA Titles including God of War (PS4), Death Stranding, Last of Us II, Days Gone, Ghost of Tsushima, Uncharted 4.
- Character Artist
Zindagi Games, November 2013 – April 2015
Modeled and textured characters for an unreleased title.
- 3D Artist
Big Block, July 2013
Modeled, unwrapped, and textured assets for 'The Walking Dead Chop Shop' App – A mobile Unity game.
- Jr. Texture Painter
Rhythm and Hues, November 2012 – February 2013
Painted high-resolution textures in Mari and sculpted models for displacement map extraction for the film, 'Seventh Son.'
- Texture Painter
yU+Co, September 2012 – October 2012
Textured and sculpted characters and various props for the cinematic sequences in the game, 'Magic 2014: Duels of the Planeswalkers.'
- 3D Artist
Freelance, 2010 – 2013
Clients included: University of Pittsburgh Medical Center, The Smithsonian Institute, The Foundry, David and Goliath Marketing Agency, Learning Developer Inc., Kando Games, and Sage Publications.