



## JESSICA HURST

3D Character Modeler

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### SKILLS

- Render a layout or object using a computer design program.
- Create and produce a 3D computer generated animation.
- Work and communicate to satisfy the client's expectations.
- Comprehend the creation and design of characters for the animated screen.
- Solve given problems by participation as a member of a team.

### SOFTWARE/TECHNOLOGICAL KNOWLEDGE

MAYA

ZBRUSH

BASIC FLASH

PHOTOSHOP

BASIC AFTER EFFECTS

ORGANIC MODELING

3D ANIMATION

UV UNWRAPPING

BASIC RIGGING

TEXTURING

### CREATIVE EXPERIENCE

- **MAYA TRAINING 3 YEARS**

- **ZBRUSH TRAINING 2 YEARS.**

- **ART INSTRUCTOR, OAK VALLEY MUSIC AND ART ACADEMY, PLACENTIA, CA, 2013-PRESENT**

Create lesson plans for student(s)

Demonstrate different art abilities ranging for art fundamentals to 3d.

Give students history and knowledge of the tools that are being used and the type of art being taught.

- **PRODUCTION TEAM, JULY-DEC 2012**

Character modeler, animator.

Part of a 8 person team developing a 3D animated short.

Modeled and textured main character.

Put together assets in scenes.

Animated multiple scenes.

- **"HOPE" APRIL-JUNE 2012**

Director, Storyboard Artist, Storywriter, and Animator.

Director of a 5 person team, created a flash animated short.

Modeled and textured main character.

Put together assets in scenes.

Animated multiple scenes.

- **CUSTOMER SERVICE AGENT, BEST BUY/GEEK SQUAD, MIRA LOMA, CA 2006-PRESENT**

Managed cash drawers, assisted customers with returns and exchanges.

Responsible for training new employees, and delegating tasks.  
Trained and certified in assisting clients on technological advances, and diagnosing problems with devices.

- **STUDIO 1, RANCHO CUCAMONGA, CA 2005-2006**

Photographer for youth sports portraits.

In charge of cash and training new employees.

Supervisor's Assistant on location, set up lighting and scenes for the shots for the teams/ and or players.

**Education**

**ART INSTITUTE OF CA INLAND EMPIRE, SAN BERNARDINO, 2012**

Bachelors of Science

Major: Media Arts & Animation

Focus: 3D Character Modeling

JH