



Jameson Strong
(585)298-1728
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www.jamesonstrong.com

QUALIFICATIONS

Dependable, adaptable professional with 15 years of experience teaching martial arts and 3 years of experience in the animation and computer graphics field. Strong leadership skills and a high degree of motivation make for an exceptional team member.

- Teaching/ instructing
- Customer service
- Conflict resolution
- Research
- Multi -tasking
- Quick learner
- Communication
- Prioritize
- Deadline oriented
- Dependable
- Mentoring
- Listening skills
- Organization
- Problem solving
- Work independently
- Work with children and adults

WORK EXPERIENCE

3D Artist/Animator - 2011- present
Undead Overlord Online, JumpCore Productions, 3D Animator, Motion Capture, 3D Artist

As the team animator and motion capture artist am responsible for creating and working with motion capture files and attaching them onto specific characters, then transferring motion files over to Unity. Also took motion that required objects and attached the objects to the motion. Responsible for determining the production pipeline for creating hi resolution 3D print model. Upon completion of the primary model, was responsible for adding additional assets to the scene.

- Clean up and retarget 50+ motion capture data files onto multiple characters in Motionbuilder
- Hand animate in Motionbuilder unique motion for boss characters
- Import motion from Motionbuilder to Unity game engine.
- Work with assets in Maya, Motionbuilder, and Mudbox for 3D printing.
- Model and texture 3D assets for 3D printing
- Model and texture 3D assets for in game real time

Freelance 3D Artist – 2011
Courthouse of the Future at HDR.Inc, Architectural Pre-visualization

Took architectural models and prepared them for rendering, made changes and additions to existing model from architectural drawings. textured model and surrounding city for rendering and real time, placed model and surrounding city into a real time 3D PDF for visualization, and rendered shots using Maya, Mental Ray and Vue



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WORK EXPERIENCE CONTINUED

Freelance 3D Artist - 2010
Edge Project, Breakaway Ltd, Hunt Valley, MD

While working in a team, modeled hi resolution and "Level of Detail" LOD's 3D assets, layed out UV's, and textured real time 3D assets

Freelance 3D Artist - 2010
Architectural Pre-visualization

UV layout, textured models, rendered shots using Maya, Mental Ray and Vue

Freelance 3D Artist - 2010
Undead Online, JumpCore Productions,

While working in a team, modeled hi resolution and LOD's 3D assets, layed out UV's, and textured real time 3D assets

MARTIAL ARTS EMPLOYMENT

Martial Arts Instructor - 2011 - 2013
Jason Yi's Tae Kwon Do, LakeRidge, VA

Instructed multilevel and multiage groups in Tae Kwon Do. Mentored new instructors regarding proper teaching techniques and classroom management. Directed leadership classes and quadrupled participation from an average of 7 to 30 participants. Communicated student progress to individual students and parents. Counseled parents on techniques to improve their child's behavior, focus, and learning for both home life and school.

- Average class size between 15-45 students ranging from age 2 ½ to 60+
- Taught 5-7 classes a night back to back.
- Mentored 12 fellow junior instructors on teaching skills, techniques and classroom management.

Martial Arts Instructor - 2009 – 2010
Lifetime Fitness, Fairfax, VA

Taught martial arts and self defense classes to members.



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MARTIAL ARTS EMPLOYMENT CONTINUED

Martial Arts Instructor -

2008 – 2010

A+ Tae Kwon Do, Temple Hills, MD

Worked with children after school on comprehending and completing homework. Taught Tae Kwon Do classes after homework was completed and maintained order until parents arrived to pickup students.

Martial Arts Instructor -

1998 – 2005

Samurai Martial Arts, Rochester, NY 14606

Instructed multilevel and multiage groups in Karate and communicated student progress to individual students and parents.

PROFESSIONAL SKILLS AND SOFTWARE

Proficient

- Autodesk Maya
- Autodesk MotionBuilder
- Adobe Photoshop
- Adobe Premiere Pro
- Autodesk Composite
- Adobe After Effects

Familiar

- Autodesk 3D Max
- Vue Xstream
- Unity
- Avid Media Composer
- Autodesk Mudbox
- Adobe Illustrator

EDUCATION

B.F.A. Animation, Savannah College of Art and Design, Savannah, GA. June 2007

Genesee Community College, Batavia, NY Multi-media and Communications major

MARTIAL ARTS TRAINING

- Isshin Ryu Karate - **Third Degree Black Belt**
- Tae Kwon Do – **Third Degree Black Belt**
- Wing Chun Kung-Fu – Intermediate level
- Brazilian Ju-jitsu – Intermediate training