



JezSydow3D@gmail.com      www.jezsydow.com

## • Education

**BFA Animation - May 2020**  
*Graduated Cum Laude*

Savannah College of Art and Design  
342 Bull St. Savannah, GA, 31401

Relevant Courses: 3D Sculpting: Creatures and Characters; Modeling for Game Design;  
Digital Form, Space, and Lighting; Animated Capstone: Preproduction, Production, and Postproduction;  
Core Principles: Game Art

## • Experience

**Out of Place:** SCAD Capstone Film (Sept. 2019 - May 2020)

3D Technical Director

Character Artist, Lead Modeler, Rigger

**Baby Cakes:** SCAD Capstone Film (Oct. 2020 - Mar. 2021)

3D Environment Layout, 3D Character Modeler

3D Modeling and Surfacing: 2017-current

Use of Autodesk Maya, ZBrush, Blender, and Substance Painter to create high and low poly assets including creatures, characters, environments, and props for game design and animation pipelines utilizing node-based shading networks.

## • Software

### Platforms:

Windows 8, 10; Mac OS

### Programs:

Autodesk Maya v.2016-20; ZBrush v.2019-21; Blender v.2.8-2.9; TopoGun; Substance Painter  
Adobe Suite - Photoshop, Illustrator, AfterEffects, Premiere Pro  
Experience with Unreal Engine 4 and Marmoset Toolbag 3



Autodesk Maya  
Highly Advanced



Substance Painter  
Moderate



ZBrush  
Advanced



Photoshop  
Highly Advanced



Blender  
Moderate



Illustrator  
Advanced

## • Skills

3D Character Modeling and Sculpting

Rigging - Characters and Props

3D Environment Modeling

Texturing and Surfacing

3D Prop Modeling

Leadership and Project Management

Character Design and Illustration

Writing and Editing

## • Awards and Organizations

SCAD Dean's List – 2016 - 2020

Work chosen to promote SCAD Foundation Studies – October 2016

National Art Honor Society – May 2016 - Present

## • References available upon request.