

Jeremy Carroll

3d Artist / Composer
3712 S. Bentley Ave #203
Los Angeles, CA 90034

www.jeremycarroll.com
jeremy@jeremycarroll.com
912-227-1854

Objective

To seek a position in a challenging and positive work atmosphere in the gaming or visual effects industry as a composer or a 3d artist.

Summary of Qualifications

- Proven teamwork and leadership experience
- Hard working and driven
- Skilled in Visual Effects, Game Design, and Graphic Design
- Adaptable to a variety of 2D and 3D tools

Software Experience

Autodesk Maya Autodesk 3DS Max Adobe After Effects Adobe Photoshop Nuke Pixologic ZBrush
Unreal Engine Source SDK Adobe Illustrator Adobe Indesign

Professional Experience

Junior Lead Stereoscopic Composer, 2011 StereoD LLC, Burbank, CA 7/1/2011 - Present

- Work with the Lead in reviewing shots and managing a 15-20 person team of stereo conversion artists.
- Duties included: reviewing shots for dailies submission, assisting artists with their shots, and overseeing the conversion of entire sequences to maintain consistency, and creating 2d-3d converted footage.
- Titles: Titanic 3D

Stereoscopic Composer, 2010 StereoD LLC, Burbank, CA 10/18/2010 - 7/1/2011

- Created 2d-3d converted footage for a variety of feature films using Nuke After Effects, and proprietary software.
- Duties included: creating depth maps within certain parallax budgets using Nuke, After Effects, and proprietary software, and creating and adjusting roto for various shots.
- Titles: Green Hornet, Gulliver's Travels, Thor, Captain America, Titanic 3D

Lead Artist, 2006 Montco Advertising Specialties, Norristown, Pa 7/15/2006 - 10/3/2010

- Assisted various clients with their advertising design needs and oversaw all production in the art department.
- Duties included: graphic design for in-house company projects and clients, proof sheet creation, art revisions, digital printing and maintaining the art department's production pipeline.

Artist, Village The Game, July 2007 - March 2008

- Updated existing artwork and created new artwork for both screenshots and working demo.
- Duties included: updating present prototype UI, modeling/texturing objects for working demo, recreated/updated various other art assets for marketing screenshots and demo.

Lead Texture Artist, Forever Bound: Half-Life 2 Mod, Savannah, Ga 1/5/2006 - 3/15/2006

- Supervised all texture creation and compiling for the mod.
- Duties included: assisting all team members with texture creation, compiling, and implementation in the engine. Also assisted with level lighting, game design, and modeling and texturing various environment models and weapons.

Lead Designer, Photo Retouch Artist, Elegant Moments, Inc., Peckville, Pa 7/2004 - 1/03/2006

- Worked as the lead graphic designer and photo artist on all printed and digital media for the company.
- Duties included: photo retouching, digital photo manipulation, page layout, and helping to develop their corporate identity

Education

2002-2006 Savannah College of Art and Design, B.F. A in Visual Effects with a Minor in Interactive Design and Gaming.

magna cum laude, GPA 3.8/4.0

2000-2002 Kutztown University, Graphic Design