



Jared Woock

Computer Animator

6737 North Elm Street
Platteville, WI 53818
515-570-9401
JaWoock@ErthRise.com

Skills

Modeling
Nurbs
Poly
Texturing
Color
Bump
Specular
Occlusion
Diffuse
Lighting
Animation
Composition

Resourceful
Professional
Organized
Creative
Self-Motivated
Pipeline Oriented
Eye for Detail

Gear

Maya
Mental Ray
PhotoShop
Wacom Tablet
After Effects
Unreal 2004
Secret Clearance

Objective

To be part of a creative and imaginative team devoted to the creation of original and inspiring video games and animations.

Education

May 2008 Full Sail University
Winter Park, FL
Bachelors of Science in Computer Animation

Experience

June 2008 - June 2010 Design Mill Inc.
Elizabeth, IL
Computer Animator - Lead Modeler

Sep. 2004 - May 2006 Black Hawk Engineering
Platteville, WI
Architectural 3D Concept Artist

Projects

Interactive Media Instruction
Modeled and managed build of high detail Amphibious Assault Vehicles and systems

Venom - Interactive Electronic Technical Manual
Modeled and textured for *real-time* vehicles and systems

2009 Marine Day video
Composed and animated for desired energy

Concept animations
Modeled, textured, and animated conceptual Marine Core vehicles, hard-ware, and systems

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Grand Teton National Park

Scene: Maya 8.5
Photoshop Textures
Fluid Atmosphere
AfterEffects

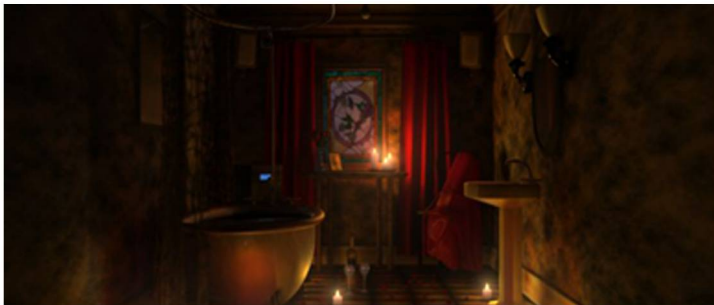
Mental Ray
Poly Construction
Dynamic Fur Grass



Cambridge University Stairs

Maya 8.5
Photoshop Textures
Custom Day/Night Lighting

Mental Ray
Poly Construction
AfterEffects



Hot Bath

Maya 8.5
Procedural Textures
Stained glass window by Geri Zauche
AfterEffects

Mental Ray
Nurbs Construction



Design Mill Inc.

Matt Henderson - Model & Texture Artist
Melisa Boggess - Render Specialist
Bill Parks - Model & Texture Artist (Gator Man)
Jeff Glenn - Senior Programmer
Particle Effects by Mike Dill

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SCORPION

Scorpion is a Top Secret US military compound, designed and built to study and reverse engineer alien technology. Human and alien forces now battle to secure the site. It's up to you to utilize anti-gravity, force fields, and alien weapon technology to secure this vital position.

Class: AGT

Build Time: 30 Days

Game Engine:

Unreal Tournament 2004

Level Type: Death Match

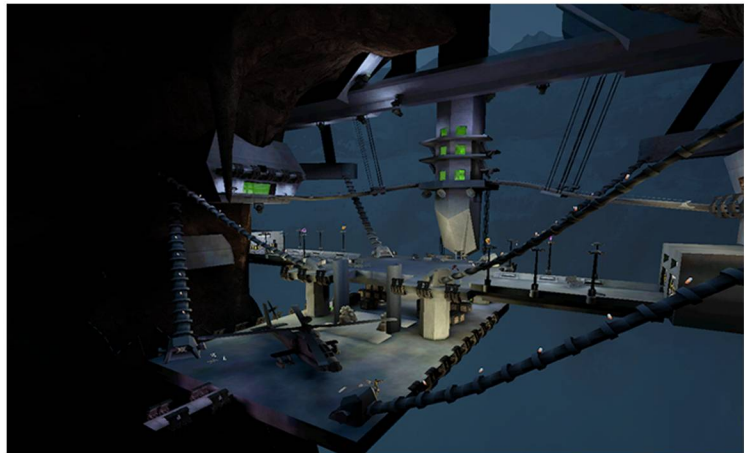
Team

Jared Woock Team lead
Zoning Modeling
Lighting
Power-up & Weapons population

Pierce Mangimelli
Textures Modeling

Andrew Herd Animation
Particles Triggers
Power-up population

Mike Balintine Textures
Modeling Particles



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