

Jason Norman

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Qualifications/Core Competencies

Modeling of high and low poly assets for cinematic and real time uses

Creating photo-realistic textures with a variety of software using the PBR workflow

Integrating assets into engine with proper shading networks

Understanding of composition, color theory and lighting

Ability to work in and communicate with a team

Software Proficiencies: Maya, Photoshop, Substance Painter, Toolbag3, Quixel Suite, Unity, Unreal Engine, ZBrush

Employment History

Kestrel Concepts Design Studio - San Bernardino, CA 3/2014 – Present

Project Art Lead

- Lead Art team of 4 members in 2D and 3D fields
- Produce and maintain production schedules
- Insure aesthetic and technical compliance of art assets
- Modeling of high-poly and low-poly mesh for use in game
- Creating textures using various software packages with PBR workflow
- Integration of various assets into the game engine

Applebees Neighborhood Bar & Grill - North Fontana, CA 1/2011 – Present

Server

- Greet and communicate with guests about party size, seating and wait times
- Knowledge and communication of dish preparation to properly assist guest orders
- Receive and input guest orders with necessary modifications and allergen concerns
- Assist servers by expediting dishes to the proper tables
- Cleaning and resetting tables for following guests

Scan Files Inc. - Rancho Cucamonga, CA 9/2008 – 10/2010

Data Entry

- Analyze, categorize and data entry of professional and confidential material
- Receive, breakdown and scan personal and professional documentation
- Communication with clients and customer service

EDUCATION

Laguna College of Art and Design - Laguna Beach, CA

- Expected Graduation Spring 2018 with Bachelors of Fine Arts: Game 3D Environments

Norco Community College - Norco, CA

- Associates of Science in Game Art: 3D Environments and Vehicles 2013
- Associates of Science in Game Design 2013

PERSONAL ACHIEVEMENTS

- Presidential Honor Roll 2013-2014, 2016-2017
- National Honors Society 2009-2013
- Student of Distinction 2012
- Most Outstanding Game Program Student 2012
- Co-Founder and President of the Norco Game Art Organization 2012-2013