

William (Billy) Jackman

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Experience

3D Artist/ Project Manager

Kantar, Minneapolis, MN

November 2015 – Current

I work with consumer packaged goods companies (ie. Target, Walmart, Newell Brands, & General Mills) to concept and present ideas in virtual reality environments. I have focused on modeling and texturing 3D environments and props with 3DS Max for both pre rendered video projects, using Vray and After Effects, and real time projects, using the Unity 3D game engine. I also manage a foreign outsourcing team, assure that their assets fit our standards, and implement the assets into our virtual reality software. I am also in charge of keeping our assets and projects backed up and organized on a server that is accessible to our teams around the world.

3D Artist

Digital Innovation Institute, Lansing, MI

July 2014 – August 2015

I was tasked with modeling, texturing, rigging, and animating environments, props, & characters for our educational video games using Maya, Photoshop, and Unity 3D. I worked closely with a diverse team of artists, programmers, & designers to create polished end products. I also helped tutor and develop student's 3D art skills through our internship process with Lansing Community College.

Education

Bachelor of Arts in Media and Information, specializing in video game design

Michigan State University, East Lansing, MI

May 2014

Technical

3DS Max, Maya, Substance Painter, Unity 3D, Unreal Engine 4, Photoshop, After Effects, Vray, Premier,