

Jonny Swales

Creative, motivated, and professional 3D artist who learns and adapts quickly to new programs and challenges. An achievement-driven artist committed to his work.

WORK EXPERIENCE

Farbridge Co, Austin, TX
-Contract 3D Artist (October 2019-January 2020)

- Produced all 3D art assets for Jar Wars, an online VR Arena shooter launching in February of 2020
- Implemented Game Assets and created lighting solutions using the Unity Engine

Freelance, Austin, TX
-Freelance 3D Artist (July 2019-Present)

- Clients include:
 - Seattle Seahawks
 - IDIA Lab

IDIA Lab (Institute for Digital Intermedia Arts), Muncie, IN
—3D Artist (June 2017-July 2019)

- Optimization and Graphic enhancement of existing VR environments
- PBR Texture creation in Substance Painter
- Engine-Optimized asset creation

Selected Projects:

- Virtual Reality recreation of Wright Brothers Bike Shoppe in Unity Engine
- Virtual Reality imagining of Newton's Cenotaph for Sansar

EDUCATION

Ball State University, Muncie, IN —
BFA in Fine Arts, Concentration in Animation (May 2019)

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SOFTWARE SKILLS

3D Modeling:

Autodesk Maya

Zbrush

Substance Painter

Game Engines:

Unity

Unreal

Lumberyard

Editing/Effects:

After Effects

Premiere

Audition

GENERAL SKILLS

Modeling/Texturing

Character Sculpting

Prop Sculpting

Rendering

Lighting

Animation

Rigging

UE4 Blueprint Scripting