

# RESUME: JAKE HEMPSON

## **Summary**

I am a senior creative, with experience in both concept art/art direction, modeling and texturing for vfx and game development.

**15+ years professional modelling and texturing experience.**

**Concept design/art direction for film /games.**

**Team Lead experience.**

**Outsourcing management experience. (Feedback, direction, assistance and reviews)**

**Character Animation experience.**

**Education and teaching experience.**

**Specializing in character/creature concept creation through digital sculpting.**

**Asset creation for Film, TVC and Video Games, props vehicles and environment.**

**A thorough understanding of human anatomy and muscle construction.**

**Rigging, blend-shapes and skinning.**

**Photogrammetry/scan clean up re-topology for up for digital doubles/animation.**

**Texture/Surfacing experience for Film, TVC and Games.**

### **Game development:**

VR CuriousIQ -Educational platform for VR, The Avengers (THQ Australia), Megamind (THQ), The last Air bender (THQ), Hellboy (Krome Studios), Arthur (Krome), Starsky and Hutch (Mind's- Eye interactive), Alien vs Predator (Rebellion).

### **Concept Design:**

ShangChi and the legend of the 10 Rings (3D Modelling and concept illustration, 2020), Monster Problems (Concept design and 3d modelling 2019), Occupation2 (Concept designer 2018), Thor Ragnarok (Concept designer 2018), Red Billabong (Principle creature designer - 2016), Peach John – Coolish bra (Concept design and modeling).

### **Long form/ Film:**

Crazy Rich Asians, Skyscraper (2018 Method Studios Sydney, Modeling), Peter Rabbit (2018 Animal Logic Sydney, Modeling), Guardians of the tomb (2018 Cutting Edge, remote Senior modeller/creature design), John Wick 2 (2016, Iloura, Melbourne, Texturing and modeling).I, Frankenstein (2014 Cutting Edge, Brisbane Texturing and modeling). Age of Adeline (2015 Cutting Edge, Brisbane, Texturing and modeling). Our Brand is Crisis (2016 Cutting Edge, Brisbane, Texturing and modeling).

### **Long form/ Television:**

Outlaw King (Method Studios Sydney, 2018 Modeling), Game of Thrones S07- (2017 Iloura Melbourne, Texturing and modeling), Game of Thrones - Battle of the Bastards (2016 Iloura Melbourne, Texturing and modeling), Mako 2 (2015 Cutting Edge, Brisbane, Creature design, look development, modeling, rigging and texturing), JFK: Smoking Gun (2013 Cutting Edge, Brisbane, modeling and texturing, documentary).

## ***Experience : Games Development.***

### **3D Artist/Unity Artist**

**April 2019 – October 2019 – Sydney, Australia**

Curiious IQ - Content creation, modeling, surfacing and character animation (and mo-cap clean up) for various VR projects.

Primary software : Unity, Maya and substance painter.

### **Principal Character Artist/Senior Animator**

**2008 to 2011**

THQ Australia – My responsibilities included creation of custom animation rigs, skeletons, skinning and blendshape creation for characters as well as documenting processes and procedures. I directed and mentored mid-level character modellers during this period on modelling for animation (improving the polyflow to aid deformation of low poly animated characters). Part of my role was to develop 3D creature concepts in 3D Coat for sign off, these were then taken into full production. I animated and rigged quadrupeds, six legged creatures as well as bipedal characters for in game animation.

### **Associate Lecturer of Animation**

**2007 to 2008**

QANTM College (Brisbane, Australia) - Full time teaching position, co-ordinating, moderating, lecturing and tutoring subjects such as: introduction to 3D modelling, advanced character animation principles as well as supervising students on their final end of year animated film projects.

### **Senior Animator/character artist**

**2003 to 2007**

Krome Studios (Brisbane, Australia) - Lead Animator - Krome Studios "Hellboy" and "Undisclosed IP" PlayStation3 and Xbox360.

Primary roles – Character Animation and Character Modelling. Reworked/re-animated outsourced cut scenes to work in game engine.

Managing and organising schedules reviewing animators work. Reviewing outsourced character models as well as working with the internal art and engine team to develop Kromes next-gen character pipeline.

Krome Studios - "Ty3" PlayStation2, Gamecube and Xbox.

Character Animation and Character Modelling

Senior Animator - Krome Studios - "King Arthur" PlayStation2 and Xbox.

Animation and Modelling

Senior Animator - Krome Studios - "Jimmy Neutron" PlayStation 2.

Modelling and animation.

## ***Experience : vfx/concept design***

### **Senior Modeler/Concept designer- Freelance/contract**

**May 2018 – Current – Sydney, Australia**

Working as an independent contractor/freelancer through my company Sculpt Forms, Services offered : modelling and texturing of props/digi doubles for film/TV and games. Concept design and digital asset product for 3D printing of props for film. Clients included - Plastic Wax (Game cinematics), Cutting Edge (vfx), Pub Games (VR assets - education), Tag Space (AR assets on mobile platform) and Alt vfx (TVC, vfx). Primary software Maya, ZBrush, 3D Coat and Substance Painter

## **Concept Designer - Shang Chi :Art Department**

**May 2019 - March 2020 – Fox Studios studios Sydney, Australia**

Steamboat (ShangChi) - Art department - Rapid generation of 3D concept models for CNC or 3Dprint working closely with props manufacture, designing of hero props. Primary software; Photoshop, Blender, ZBrush and Keyshot.

## **Senior Modeler- vfx**

**October 2017 - April 2018 – Sydney, Australia**

Method Studios Sydney - Modelling and texturing of props and digi doubles for long form. Primary software Maya, ZBrush.

## **Senior Modeler - vfx**

**February 2017 - October 2017– Sydney, Australia**

Animal Logic - My primary responsibilities at Animal are character modelling of photo real animal characters on Peter Rabbit, as well as some blend-shape clean up and creation using Maya and ZBrush.

## **Senior Modeler/Texture Artist - vfx**

**October 2016 - February 2017 – Melbourne, Australia**

Iloura - Modelling and texturing of creatures,props and digi doubles for long form. Primary software Maya, ZBrush,Marvelous Designer and Mari

## **Concept Designer - Thor Ragnarok :Art Department**

**March 2016 - August 2016 – Village Roadshow studios Gold Coast, Australia**

Creature Report (Thor Ragnarok) - Art department - Rapid generation of concept art to specific briefs working closely with the Concept Design director, various Art directors as well as props manufacture, designing of hero props and creatures for Thor Ragnarok. Primary software Photoshop, Keyshot, Maya and ZBrush.

## **Senior Modeler/Texture Artist - vfx**

**October 2015 - February 2016 – Melbourne, Australia**

Iloura - Modelling, texturing and initial shading of creatures,props and digi doubles for long form. Primary software Maya, ZBrush and Mari

## **3D Artist - vfx department**

**July 2011 – September 2015, Brisbane, Australia**

Cutting Edge - My primary responsibilities at Cutting Edge were modelling, rigging and animation for TVC and film. 3D scan clean-up and CAD conversion for vfx production. In addition to the production roles, I was involved in pre-production, working on look dev and creature concept development on TVC projects as well as long form productions.

## **Guest lectures/talks:**

DLF Sydney (Live stream 2020 ) 25th March 2020

Australian Effects & Animation Festival program:GAMES CHARACTER ANIMATION:THE CHALLENGES OF NEXT GEN- 13 November 2007, Sydney Convention centre.

Sumea Modeller challenge judge, November 2007.

Game-On: Games Animators life: QUT Kelvin Grove, 2 October 2007

Game animation concepts talk : Guest lecturer for Ross Brown , QUT Gardens point , 9 August 2007

Concept art talk/lecture: Guest lecturer for Chris Denaro, QUT Kelvin Grove.

## **Skills**

I am a traditionally trained artist/designer who enjoys all aspects of production, pre-production and design. I am an experienced illustrator/concept artist and I particularly enjoy working on character design both in 2D and 3D.

- PC and linux literate
- 3D Software: MAYA, Mari, Substance painter, ZBrush, 3DCoat, Mudbox, Agisoft Photoscan. Unity engine. (Learning Blender and Unreal Engine)
- 2D Software: Photoshop/AE. AffinityPhoto

## **Education**

**Queensland University of Technology 2007-2011**

**Masters of Information technology by Research**

My research involved an analysis of a digital sculpture technique that incorporated found art, exploring the theme of memento mori. Essentially I developed a digital sculpture workflow as a visual artist using photogrammetric data as the starting point for content creation. If interested results of my masters practice can be seen on my vis- arts web site : [www-sculpt-forms.com](http://www-sculpt-forms.com)

**Technikon Natal 1990 - 1994**

**Durban, SOUTH AFRICA**

National Higher Diploma in Graphic Design – Natal Technicon, Durban, Kwazulu-Natal, South Africa.

National Diploma in Graphic Design – Natal Technicon, Durban, Kwazulu-Natal, South Africa.

### **Short Courses/ On-line workshops**

Simon Lee - Big Blue Tree - Spring 2015 Online Core Class

Phoenix atelier - Breathing life and presence digital creatures with Andrew Baker (on-line 2014)

ZBrush Workshops - Make Robots in ZBrush with Furio Tedeschi (on-line 2014)

Scott Eaton - Human Anatomy for Artists (on-line 2013).

Ed Hooks – Acting for animators (Griffith University 2004)

## **References**

Professional references available upon request or take a look at my Linked in profile and recommendations.

## **Contact Details**

Current mailing address:

60 Dalrymple Avenue

Chatswood

2067

NSW

Mobile number: 0423627696

Web email address: [Jake.hempson@gmail.com](mailto:Jake.hempson@gmail.com)

Skype: jake.hempson