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Jonathan Payne

Skills

Summary

I am a 3D artist looking for work in the film, gaming, or motion graphics industry. I am very competent in the area of lighting, as well as pipeline, rendering, surfacing, and the other facets of 3d production. My backgrounds in photography and traditional art allow me to compose and light scenes with style and great attention to detail. I am a quick learner, hard worker, and a very determined individual. I adapt quickly and am a rigorous problem solver. I am confident that I will be an asset to any company, and that I will be able to accomplish any task asked of me with great results.

Experience

IT Specialist

Ken Garff Automotive Group

2011-Current

- Help manage virtualized servers and physical servers and data center
- Work with colleagues to deploy software updates and create tools to do so
- Help manage company Active Directory structure and environment
- Supply support remotely and in person to end-users for software and hardware related issues on PC's and Mac's
- Work on Linux server issues, and build Linux virtual servers

Freelance Multimedia Artist

Various Clients

2011-Current

- Created Flash advertisement banners for use in web based advertising for B.C. Rich Guitars
- Worked with clients to help conceptualize, pre-visualize and create 3D models for new products ideas
- Designed, coded, and created web pages for various clients
- Did branding and logo design for various companies

Tier I Technical Support Specialist*Verio*

6/2010 – 7/2011

Orem, UT

- Provide technical support for web hosting servers on Unix, Linux, and Windows Server platforms.
- Chosen as one of four employees to support ShopSite eCommerce Software on an expert level.
- Troubleshoot servers and server setup problems in Linux and Unix platforms using the shell environment command line.
- Troubleshoot Windows Platforms using proprietary tools and Windows Server Utilities.
- Provide Customer Service to customers when necessary, regarding billing issues, ordering issues, and plan changes.

Programmer / Web Designer*StoresOnline*

6/2009 – 03/2010

Orem, UT

- Designed and programmed websites for StoresOnline eCommerce software customers, using HTML, CSS, Photoshop, Fireworks, and Dreamweaver, in conjunction with the StoresOnline software.
- Communicated with customers throughout the entire process to ensure I was building a site that exceeded their expectations in design, followed web standards, and met or exceeded their desired functionality for the site.
- Designed images and banners for landing sites for Crexendo clients.

Biomedical Multimedia Artist*Infuse Medical*

10/2008 – 01/2009

Lehi, UT

- Created 3D animation of knee balancing device for knee replacement for Synvasive medical device company
- Helped create motion graphics piece to demonstrate how a new device worked for medical device company Edwards Lifesciences
- Built and maintained computers and network

World Builder Intern

Avalanche Software/Disney Interactive

05/2008 – 08/2008

Provo, UT

- Modeled and textured props and buildings for levels
- Cleaned up geometry and remapped UV's for best processing and file size utilization
- Did final vertex lighting passes on 3 levels for the PlayStation 2 build, including the final level of the game.

Lead Lighter

BYU Animation Short Film "Kites"
2008

2007-

Provo, UT

- Worked on the Student Academy and Student Emmy award winning BYU Animation short film, "Kites" as a Lead Lighter
- Did pre-visualization lighting renders and helped with the look and feel for lighting
- Setup lighting rigs for the bedroom scenes
- Helped refine the production pipeline and troubleshoot pipeline issues

Lighter

BYU Animation Short Film "Pajama Gladiator"
2007

2006-

Provo, UT

- Lit key shots for the Student Academy and Student Emmy award winning BYU Animation short film "Pajama Gladiator"
- Helped create and establish arena scene character lighting rig, based off of the lighting I did for key shots in that scene
- Helped develop look and feel for dark kitchen scene lighting, and lighting effects for special effects
- Oversaw rendering of my shots and helped oversee other shots
- Assisted with pipeline troubleshooting, texture issues, and lighting of other shots
- Tested and implemented methods to help cut render time regarding lighting

3D Artist / Graphic Designer

BYU Center for Instructional Design

04/2005-09/2007

Provo, UT

- Modeled, animated, textured, lit, and render projects for teaching and instructional use, as well as various university projects.
- Lit, Textured, and render wrangled the interactive Virtual Physics Density/Buoyancy Lab, Circuitry Lab, and Optics Lab, published by Pearson to accompany student Physics books in 2007.
- Created and designed splash/interface pages for BYU Independent Study online courses and other necessary graphics for the online courses.
- Designed and animated characters in Macromedia Flash for various projects.

Education **Brigham Young University**
Animation Major

2001–2010
Provo, UT

- Lead Lighter on Student Emmy and Student Academy Award Winning Short Film, "Kites"; A BYU Animation Production.
- Lighter on Student Emmy and Student Academy Award Winning Short Film, "Pajama Gladiator"; A BYU Animation Production.
- Currently finishing my last class to obtain my BFA in Animation.

Program Knowledge

- MAYA
- Mental Ray for Maya
- RenderMan
- Adobe CS4 Suite (After Effects, Photoshop, Illustrator, Flash Dreamweaver, InDesign, Lightroom)
- Corel Painter
- Windows Desktop and Server OS's, Linux, Unix, Mac OS X

Coding

Languages Mel Script, Renderman RSL, JAVA, JAVA Script, HTML, CSS

References **Dan Haring**

Sony Pictures Imageworks
Lighting and Compositing TD
801.885.3943
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Jared Fong

Pixar Animation Studios
Character TD
801.635.5213
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Rob Allen

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Media Supervisor
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