

Jennifer Kiyome Provost

OBJECTIVE

To further develop my skills as a technical artist while supporting an excellent team.

SKILLS

Art

Particles, Rigging, Skinning, Lighting, Rendering, Texturing, Unwrapping, Modeling, Compositing/Video Editing, Animation, Hair/Fur, Layout, Traditional Media

Software

Maya, 3dsMax, Photoshop, After Effects, Flash, Mudbox, Combustion, Premiere, Painter, Zbrush, Crimson Editor, Visual Studio, Unity, UDK

Scripting

MEL scripting, C#, C++, Python, Maxscript, ActionScript 3, HLSL

WORK EXPERIENCE

Red Pipe Media, Remote, Queens Village, NY

June 2009 - Present

Artist - All Visual Elements for iPhone *Winter Wars* and *Wrap Time*

VOLT, Redmond, WA

June 2007 - September 2007

Game tester - Noted Bugs, Locks, and Textual Errors in XBOX 360 Games and Console

EDUCATION

DigiPen Institute of Technology, Redmond, WA

September 2005 - May 2009

B.F.A. in Production Animation

Clark Community College, Vancouver, WA

September 2003 - June 2005

Explored programming: HTML, Python, Visual Basic

PROJECTS

Wrap Time: iPhone Timecard App

October 2009 – May 2010

Contributed all visual elements of the application.

Winter Wars: 2D iPhone Shooter

September 2009 - December 2009

Contributed all visual elements of the game.

Hunger Pains: 3D Animated Short

December 2008 - April 2009

Worked as the Setup Artist on Team Dragon doing the rigs for the female protagonist and little dragon. Also, helped the team to overcome technical difficulties in 3ds Max.

Narctopus: 3D Puzzle/Exploration game

September 2008 - April 2009

Worked on a team of five artists, three of which I supervised. I contributed concept art, models, the tortoise rig, many of the world's textures, and assisted in getting assets into the game and working properly. To assist in this, I scripted saving of animation sets through the exporter, which wrote a text file the programmers could use. In addition, I wrote a tool to frame animation sets in the timeline.

Starblitz: 3D Shooter

September 2007 - April 2008

Was the sole artist for the project and made all of the visual elements in the game, excluding the UI. I also created a 30 second opening cinematic.