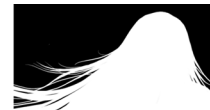


JENNIFER HOFFMAN

Animator, Environment Artist
Guild Wars Pet Fanatic

jobs@jenniferhoffman.net
www.jenniferhoffman.net



1019 Peninsula Rd 813 758-1123
Tarpon Springs, FL 34689 727 916-7792

Objective

To be part of a team devoted to high quality craftsmanship regardless of style, genre, or application.

Specialties

- Keyframe animation with rich secondary motion
- Creating highly detailed textures through photography, Photoshop, and ProFX MaPZone
- Creating maya shader networks to imitate expensive rendering effects quickly
- Learning new scripting languages and overuse of the phrase "I'll just make a script for that..."
- Inability to stop deconstructing game mechanics while playing just about anything

Work Experience

Callan Studios, LLC

Animator

Tampa, FL

Jan 2009 – Current

Projects

- 5 and counting pre-pilot shorts for children's television based on popular toy lines ranging from muddy trucks, to cute pets, baby dolls, and more.
- 2 television advertisements for The Game of Things™

Responsibilities

- Animate, animate, animate, and can we get some lip sync with that?
- Rigging and creation of animation controls, both for local use and use by partner studios
- Modeling, UV mapping, and texturing for HD rendering
- Shader networks to produce effects like global illumination & SSS in much less time
- Lighting direction and coordination

Webfoot Technologies

Contract Artist & Designer

Tampa, FL

Jan 2009 – Current

Projects

- A word-based puzzle game under a popular educational license (DS, in development)

Responsibilities

- Create 2D & 3D game assets
- Design gameplay elements and aid in documentation writing
- Assist in dialog and script writing
- Write photoshop scripts to speed artist workflow
- Translate between English/Spanish when required on the team

Self-Employed

Web Master, Game Designer, 3D generalist

Tampa, FL

May 2007 – Jan 2009

FX-Interactive, L.L.C.

Animator, Environment Artist, Design Advisor

Tampa, FL

April 2006 – May 2007

- Create environment assets including custom SpeedTree library
- Rig and animate creatures
- Assist in the pipeline evaluation including: Euphoria, ProFX, and the Hero Engine
- Proactively participate in the game design process solidifying concepts into documentation

Education

International Academy of Design and Technology

Bachelor of Fine Arts, Computer Animation

Tampa, FL

September 2006

Software

3D Software

- Maya
- SpeedTree
- Z-Brush
- Motion Builder
- Mojoworld / Vue

2D Software

- Photoshop
- ProFX / MaPZone
- After Effects
- Crazybump

Programming / Scripting

- MEL
- PHP / MySQL
- HTML / CSS
- Javascript / JSX
- C++