**Jason Armstrong**

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**Objective:**

To continually push the technical limits in creating cutting edge computer generated entertainment

**Professional Experience:**

**April 2016-present - Pocket Gems, San Francisco, CA**

Lead Technical Artist

* + Oversee future develop and project planning for art depart
  + Direct long term vision of technical workflows and pipeline
  + Scheduling and day to day task assignments
  + Write tools and scripts to increase artist efficiency

**April 2015-April 2016 - Telltale Games, San Rafael, CA**

Director of Technical Art

* + Supervise team of 9 technical artists
  + Direct long term vision of technical workflows and pipeline
  + Scheduling and day to day task assignments
  + Write tools and scripts to increase artist efficiency

**Nov 2013-April 2015 - GREE International, San Francisco, CA**

Lead Technical Artist for Mobile Strategy Studio

* + Lead a team of 5 technical artists
  + Implemented core game functionality and tools (Unity/C#)
    - Created animation and FX API's to interface with engineering
    - Authored and maintained shaders (Unity Shaderlab/CGFX)
    - Maintained asset bundling and deployment process
    - Created interactive game map editor (Unity C#)
  + Developed and maintained art tools and pipeline
    - Setup OSX Maya/Python environment
    - Created rigging pipeline (Maya/Python)
    - Developed perforce integration in Maya using P4python API
  + Handled Perforce and Maya licensing and admin responsibilities
  + Guided artists in efficient asset generation for real time mobile games
  + Directed and managed tool pipeline development for 3d art department

**June 2012-Nov 2013 - Munkyfun, San Francisco, CA**

Tools Engineer / Technical Artist

* + Implemented core engine features (c++)
    - Additive animation blending
    - Animation time scaling
  + Developed and maintained art tools across all art disciplines
    - Created fully automated character rigging pipeline (Maya/Python)
    - Created Mental Ray lightmap baking pipeline
  + Authored and maintained shaders (Mental Ray, CGFX, and GLSL)
  + Programmed game logic in both LUA(Proprietary) and C#(Unity)
    - Core gameplay
    - UI functionality
  + Rigged and animated characters, cameras, and environment props
  + Collaborated with artists and other engineers to identify and address technical limitations
  + Identified and enforced art technical guidelines
  + Mentored junior technical artists

**2008-2012 - 38 Studios, Providence, RI**

Project Copernicus AAA MMO - Lead Technical Artist

* + Built a team of 5 technical artists from the ground up to cover all disciplines
  + Identified and scheduled technical art short and long term goals and requirements
  + Conducted employee reviews and career development
  + Built complete character rigging/animation pipeline in Maya/Python utilizing character retargeting
  + Developed character behavior using Natural Motions Morpheme middleware
  + Assisted development of environment modular building processes
  + Developed and maintained art tools across all art disciplines
  + Collaborated with artists and engineers to identify and address technical limitations
  + Identified and enforced art technical guidelines

**2003-2008 - Tippett Studio, Berkeley, CA**

The Spiderwick Chronicles - Lead Animator co-leading team of 30 animators

Charlotte's Web - Lead Animator leading team of 20 animators

The Santa Clause 3: The Escape Clause - Animator

Son of the Mask - Animator

Constantine - Animator

Hellboy - Animator

**2001-2003 - Lucasarts Entertainment Co. , San Rafael, CA**

Jedi Starfighter Cinematics - Lead Character TD (setup rigging/animation pipeline for cinematics)

Full Throttle 2 - Lead Character TD (setup rigging/animation pipeline for in game and cinematics)

**2000-2001 - Tippett Studio, Berkeley, CA**

Evolution - Character TD & Animator

**1996-2000 - Metrolight Studios, Hollywood, CA**

How the Grinch Stole Christmas - CG Supervisor

Red Planet - Animatics

Dragonheart : A New Beginning - CG Supervisor

Poseidon's Fury - Lead Character TD & Animator

Kull The Conqueror - TD & Character Animation

**1993-1996 - Catwalk Digital, Charlotte, NC**

Various local and occasional national commercial post production - Senior Animator (generalist)

**Software**

Maya, Unreal, Unity, Natural Motion Morpheme, 3ds Max, Git, Perforce, Photoshop, Z-brush

**Programming Languages**

Python, C++, C#, Lua, mel, Maya API, Some Objective C

**Education**

School of Communication Arts, Raleigh, NC - Certificate in Computer Animation

**Awards**

Nominated for Visual Effects Society award for "Outstanding animated character in a live action motion picture" for Templeton the rat in Charlotte's Web

References available upon request