

# Jason Wolley

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## PROFESSIONAL SUMMARY

Highly motivated 3D Artist with a focus on rigging, modeling, animation, and tool building in python. While comfortable handling every aspect of the pipeline on my own for a small project, I also love coordinating with other artists, directors, producers, and clients to get the most out of our collective efforts, whether that be as a lead or team player.

## WORK HISTORY

**Apple, Contracted Via ProUnlimited, Inc..** Cupertino, CA

*3D Rigger | 01/2018 - 04/2020*

Rigged assets, some character rigging and created rigging tools in Python.

**Brand New School, Artjail, O.D.D, Houses In Motion.** New York City, NY

*Freelance 3D Generalist | 02/2016 - 12/2017*

Performed generalist tasks on the entire 3D pipeline in general often with a focus on rigging and animation.

**Napoleon Group.** New York City, NY

*3D Character Technical Director | 07/2013 - 01/2016*

Led the creation of a 3D human character pipeline from scratch, the purpose of which was to generate many unique human characters for TV commercial previsualization. The result was a versatile character assembly line to make any kind of human character from a manageable number of base characters which could draw from an evolving library of unique body/face customizations, clothing, hair, and skin texture assets to assemble characters which would then have motion capture applied.

**Buck, Special Branch, Charlex, Edit1, Thornberg....** New York City, NY

*Freelance 3D Generalist | 10/2011 - 06/2013*

Performed generalist tasks throughout the pipeline with a focus on rigging, animation, and modeling.

**JWT Advertising Agency.** New York City, NY

*3D Lead | 08/2009 - 10/2011*

## SKILLS

- Rigging
- Animation
- Modeling
- Python Scripting
- Maya
- Cinema4D

## EDUCATION

**UCSC Silicon Valley Extension**  
Santa Clara, CA

**No Degree:** Python Programming  
Took python courses to better understand how to fully utilize python coding in various softwares.

**School of Visual Arts**  
New York, NY

**Bachelor of Arts:** 3D Animation

Set up the 3D department and Lead the team in establishing an in-house 3D production pipeline.

**321Launch.** New York City, NY

*3D Character Technical Director | 02/2006 - 10/2009*

Built upon and improved the character pipeline in order to more efficiently create hundreds of unique human characters for TV commercial previsualization.

## **HOBBIES**

Writing/drawing comics, boxing (non-contact), bicycling, and cooking are some of my favorite activities.