

JASON WOLLEY

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📍 Sunnyvale, CA 94086

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 for a small project, I also love coordinating with other artists, directors, producers, and clients to get the most from collective efforts, whether that be as a lead or team player.

SKILLS

- Rigging
- Animation
- Modeling
- Python Scripting
- 3D Generalist
- Maya
- Cinema4D
- Adobe AfterEffects/Photoshop
/Illustrator/etc

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

WORK HISTORY

Magnit Global, Contracting At Apple - 3D Rigger

Sunnyvale, CA • 01/2018 - 01/2025

Set up rigs and python scripting tools to rig product assets as well as some character rigging.

Brand New School, Artjail, O.D.D, Houses In Motion - Freelance 3D Generalist

New York City, NY • 02/2016 - 12/2017

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

Napoleon Group - 3D Character Technical Director

New York City, NY • 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 previzualization. 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... - Freelance 3D Generalist

New York City, NY • 10/2011 - 06/2013

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

JWT - J. Walter Thompson Advertising Agency - 3D Supervisor

New York City, NY • 08/2009 - 10/2011

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

321Launch - 3D Character Technical Director

New York City, NY • 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 previzualization.