



Jared Frenzel

Summary

I have over 7 years' experience as a 3D environment artist with skills in modeling and texturing for both realistic and stylized architectural spaces. Additionally, I am an experienced character animator - knowledgeable in modeling, texturing, and rigging techniques. Besides my 3D and animation work, I have managed multiple teams, both outsourced and internal, providing feedback and guidance to Leadership to deliver quality products.

Experience

CBRE Build - March 2014 to July 2020

3D Artist / Production Manager

- Created a variety of 3D architectural spaces for residential, commercial, retail, industrial, and exterior landscapes for high profile clients.
- Managed collateral and assets sent by the client (i.e. CAD files, design packages, and 3D models), allowing for bespoke additions to the environment's space, finishes, and the furniture included.
- Composited videos with screen captures of 3D spaces, overlaid with 2D motion graphics, for client marketing initiatives.
- Managed outsourced teams' deliverables and provided quality control and assurance on the work produced.

GravTech Games, LLC - October 2013 to March 2019

3D Environment Artist / Art Lead

- Oversaw all work products across a team of 8 artists - curating, assigning, and providing guidance - as was the central point-of-contact for all feedback to/from Leadership.
- Worked directly on 3D environmental prop asset development in semi-realistic/stylized levels using the Unreal Engine.
- Assisted in rigging characters for animation as well as creating blend shapes for the characters faces.
- Contributed to design work by creating the concept blueprints of the environment.

Major League Gaming - October 2012 to April 2013

Motion Graphics Internship

- Created 3D motion graphics used in marketing videos and green screen backgrounds.

Morningside Entertainment - February 2012 to July 2012

Film Creature Development / Film Production Internship

- Designed, modeled and textured 3D creature characters for the company library, using minimal references.

Depth First Games - October 2010 to January 2011

Freelance 3D Prop Artist

- Modeled and textured 3D Environmental props used within the levels of the game.

Education

Full Sail University

Game Art Bachelor of Science

Winter Park, FL

October 2010

Ludus Magnus - 5 Month Team Game Project

- Animation Lead responsible for rigging and animating characters in a 3D Action Hack n' Slash "cartoony" game.
- Modeled and textured all the weapons used by the characters as well as rigging them, requiring animation.

Software Knowledge

- Autodesk Maya
- Blender
- Z-Brush
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Affinity Photo
- Affinity Designer
- Unreal Engine 3 & 4
- Motion Builder
- Cortex
- Final Cut Pro
- Substance Designer
- Gimp
- xNormal
- Crazybump

Skills

- 3D Environment Modeling & Texturing
- 3D Character Modeling, Texturing, Rigging & Animations
- Video Editing
- Team Management