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Jared Frenzel

Summary

An aspiring environment artist with skills in modeling and texturing 3D models. Also I have experience in modeling, texturing, rigging, and animating characters.

Education

Full Sail University	<i>Winter Park, FL</i>
Game Art Bachelors of Science	October 2010
GPS: 100	

Experience

Floored, Inc. - March 2014 to Present

- 3D Artist - create 3D furniture assets for client spaces.
- Used Maya, 3D Blender, Photoshop, xNormal and Crazybump.

GravTech Games, LLC - October 2013 to Present

- Art Lead - Manage and guide the artist on the team.
- provided feedback and help when needed.
- created assets using 3D Blender, Gimp, and xNormal.

Fleet Lease Disposal - May 2013 to October 2013

- Freelance 3D Artist - Making a 3D Tutorial for their mobile app.
- Used Maya to do all my modeling, animations, and lighting, and Photoshop to do all my texturing.

Major League Gaming - October 2012 to April 2013

- Motion Graphics Internship - Created and updated motion graphics to be used for video.
- Used Maya and Photoshop to make 3D graphics.

Morningside Entertainment - February 2012 to July 2012

- Film Creature Development / Film Production Internship.
- Designed and created creatures for company library.
- Used Maya, Z - Brush and Photoshop to create my assets.

Depth First Games - October 2010 to January 2011

- Freelance Prop Artist - making props that go into the game.
- Modeled in 3D Blender and textured in Gimp.

Ludus Magnus - 5 Month Team Project 2010

- 3D Action Hack n' Slash game.
- Animation Lead - did all the animations for the game not including the cyclops boss.
- Rigged all the characters, modeled all the weapons and created the main menu scene.
- Used Maya and Photoshop to create the assets.

Software Used

Maya
Z - Brush
Photoshop
xNormal
CrazyBump
Unreal Engine
Motion Builder
Cortex
Illustrator
Final Cut
After Effects
3D Blender
Gimp
Alienbrain

Skills

Environment Modeling and Texturing

This is the area that I am specializing in and skilled in modeling and texturing assets. See some examples on my website.

Rigging Characters

A lot of experience in this field. Done rigs for all the characters in the game Ludus Magnus. Experience in making rigs for doing motion capture. Made rigs for biped and quadrupeds.

Animating Characters

Experience in animating different types of characters, ranging from humans to animals. Animated all the characters except for the boss in the game Ludus Magnus.

Modeling Characters

Experience making both hi and low res characters and able to model and texture them.

Qualifications

Teamwork

Experience in working with a group together on a game containing artists, programmers, and producers.

Punctual

Arrive early and on time to meetings and work. Also prepared for anything.

Communication

Always communicate to my teammates where I am at on a project and whats needs fixing.

Work Efficient

Finish work on time and like to finish earlier before the deadline to make sure work is up to par.

Problem Solver

If there ever is an issue with something I can usually find some way to fix it.