

Jessica (Jay) Busch Modeler/CG Generalist

Experience	May 31 2007	<i>Getting Ready Convention</i>	Los Angeles, CA
	3D Demo Artist		
	<ul style="list-style-type: none"> • Modeler, Texture Artist, and Lighter • Verbal Speaker and presenter 		
	May 2007 – June 2007	<i>Space Punks</i>	Santa Monica, CA
	3D Toy Modeler		
	<ul style="list-style-type: none"> • Modeler • Texture Artist 		
	April 2007 – May 2007	<i>Take-it-Easy Productions</i>	Santa Monica, CA
	Project: <i>I Dream of Dog</i>		
	Compositor + Motion Graphics Artist		
	<ul style="list-style-type: none"> • Removed hands from footage • Animated Opening Credits and composited in 2D animation 		
July 2007 – September 2007	<i>Warning Label Productions</i>	Santa Monica, CA	
Project: <i>The Grey</i>			
Compositor + Motion Graphics Artist			
<ul style="list-style-type: none"> • Cleaned and color corrected Footage • Created opening Motion Graphic • Composited missing picture from • Made end credits 			
April 2007 - May 2007	<i>Barbed Wire FX</i>	Santa Monica, CA	
Internship: Assistant Modeler			
<ul style="list-style-type: none"> • Asset Modeler 			
May 2007 – August 2007	<i>Game Wizards Cinematic Team</i>	Santa Monica, CA	
Project: <i>Mythos Cinematic</i>			
CG Generalist			
<ul style="list-style-type: none"> • Modeler, Un-wrapper + Texture Artist • Provider of technical assistance 			
September 2007 - Present	<i>Game Wizards Cinematic Team</i>	Santa Monica, CA	
Project: <i>Detox Cinematic</i>			
CG Generalist and Co-Producer			
<ul style="list-style-type: none"> • Organize meetings and project times/ Keep team informed • Answer technical questions and give opinions • Stand in when Director cannot be there 			
January 2007 - March 2007	<i>Game Wizards Production Team</i>	Santa Monica, CA	
Projects: <i>Mythos</i>			
Character and Asset Modeler			
<ul style="list-style-type: none"> • Created low poly Character models • Created Game Assets and Weapons 			
January 2007- March 2007	<i>" Fluid"</i>	Santa Monica, CA	
BG Modeler, Lighter and Texture Artist			
<ul style="list-style-type: none"> • Model and Texture 3D Backgrounds • Set up under water Lighting and Minor Compositing 			
February 2007 - March 2007	<i>The Art Institute of California</i>	Santa Monica, CA	
3DS Max Teaching Assistant / Tutor			
<ul style="list-style-type: none"> • Helped with the Developing and Teaching College level students in 3DS Max • Tutoring 			

Education

October 2003 - Present **The Art Institute of California - Los Angeles** Santa Monica, CA
Major: Media Arts and Animation
Honors: President's Award (4.0), Merit Role (3.9), Best of Quarter in Advance Lighting, Best of Quarter in Organic Modeling, and Best of Quarter in Matte Painting

Honors

- Best of Quarter for Organic Modeling
- Best of Quarter for Advanced Lighting
- Best of Quarter for Matte Painting
- Matte Painting published in September 2007 HDRI Magazine

Software

- Mac and PC literate
- Autodesk Maya 8.5, Autodesk 3D Studio Max 9, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Macromedia Dreamweaver, Macromedia Flash, Shake, Z-Brush