

JORDAN HALE

407.719.0010

halejordan@makegeometry.net

<http://www.makegeometry.net>

SUMMARY OF QUALIFICATIONS: ARTISTIC

- ◆ Modeling (Polygonal and NURBS)
- ◆ Texturing
- ◆ Lighting
- ◆ Rendering and Render Diagnostics
- ◆ Maya
- ◆ Photoshop
- ◆ Shake
- ◆ Final Cut Pro
- ◆ Mac OS
- ◆ Windows OS
- ◆ xNormal
- ◆ Creator

Basic Knowledge: *UT Editor, Motion, After Effects, Mudbox, Zbrush, Particle Illusion*

EDUCATION

Full Sail Real World Education Winter Park, FL
Bachelor of Science Degree in Computer Animation
Perfect Attendance Award Two Years in a Row

August 2007

University of New Hampshire Durham, NH
Focused in Physiological Psychology

Bridgewater State College Bridgewater, MA
Focused in Pre-Medical Curriculum

EXTRACURRICULAR PROJECTS

Jinn: Lead Environment Modeler

Team FAT32 May 2007 – Jul. 2007

Responsible for modeling game environment and props; recruited and coordinated additional artist team.

Draconic: Environment Lighting Artist

AdreneLAN Studios <http://www.adrenalanstudios.com> Feb. 2007 – Apr. 2007

Responsible for all light and normal map generation, based on high resolution meshes; recruited and managed/directed additional artist team that included set-up, animation and character modeling artists.

Duck and Cover: Co-Director

Academic Project Apr. 2007

Responsible for organizing milestones imposed by producers and delegated to 12+ person team; team comprised of Motion Capture, set-up, animation, modeling, texturing, lighting and compositing artists; successfully met one month deadline utilizing software yet to be learned by team in one month.

Urban Warfare: Lead Environment Artist

TeamRed <http://www.urbanwarfareonline.com> Nov. 2006 – Mar. 2007

Responsible for modeling a visualized two square city block area of Venice, Italy for F.P.S.; recruited and directed additional team artists that included set-up, animation and texture artists; liaison between art and programming team

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SUMMARY OF QUALIFICATIONS: MANAGERIAL

◆ Adaptive Communication Skills	◆ Capable Director and Delegator
◆ Hyper Vigilant Troubleshooter	◆ MS Word
◆ Extensive Team Management Experience	◆ MS Power Point
◆ Experienced Crisis and Peace Time Mediator	◆ Excel

WORK EXPERIENCE

CAE Orlando, FL
Database Engineer
Sep 2007 – Present

Model and Texture for SECore and Common Moving Models
Strict mesh and texture budget to help insure model repository usage
by the greatest number of image generators; military and civilian

House of Ski Stateline, NV
Assistant Store Manager
Hard Goods Manager
Nov 1998 - Apr 2005

Responsible for industry trade show orders for 5 years
Oversaw, scheduled and organized 30 plus employees
Trained and indemnified ski, binding and boot technician

Heavenly Valley Ski Resort South Lake Tahoe, CA
Assistant Manager: East Peak Lodge
Kitchen Manager: Top of the Tram Restaurant
Jan 1996 – Nov 1998

Responsible for daily and nightly lodge and restaurant(s)
operation: front and back of the house respectively;
Operated snow cats and sleds as personnel carriers and
intra-mountain transport of food and beverage goods

E.C. Phillips and Sons Inc. Ketchikan, AK
Troll Line Lead
Jun 1995 - Nov 1995

Promoted off "Slim Line" in one week
Header on Troll line
OSHA certified "Bingo" driver
"Mr. Clean" for all totes on site
Job lead to crabbing employment on M/V Champion

