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# Jeffrey A. Severson

<b>Profile</b>	<p>Fully qualified and proficient in the following Computer graphics applications: <b>3D Studio MAX 9, Maya 8, Photoshop CS2, Zbrush3.1, Xnormal, Maxon Bodypaint 3D, Crazy Bump, Poly Cruncher, UnrealEd 3, G.E.C.K., Illustrator, Flash, Premiere, DreamWeaver, Image Ready, Vray, Mental Ray, Painter IX, Blur scripts, and Neil Blevin's Soulburn Scripts.</b></p> <p>Also proficient in: Low/high poly modeling, channel packing, mesh optimization, normal/AO map projection, texturing (diffuse, normal, specular, AO, cube maps, skyboxes), rigging, UV mapping, and texture baking.</p>
<b>Education</b>	<p>2002 – 2005 <b>ACADEMY COLLEGE</b> in Minneapolis, Minnesota  <i>Earned an Associates Degree in Computer Graphics &amp; Animation</i></p>
<b>Work Experience</b>	<p>July 2007 – August 2009 <b>Atomic Games</b> in Plymouth, Minnesota  <b>Environment Artist – Full-Time</b></p> <p>At Atomic Games I worked as an Environment Artist on Six Days in Fallujah, a AAA title for the PC, Xbox360, and PS3. Some of the things I worked on at Atomic include:</p> <ul style="list-style-type: none"> <li>• High poly mesh sculpting using Zbrush 3.1.</li> <li>• Texture baking/projection from high to low poly geometry using Xnormal.</li> <li>• Modular model and texture set creation.</li> <li>• Destructible building and prop creation using Atomic's proprietary destruction pipeline.</li> <li>• Non-destructible building and prop creation.</li> <li>• Channel packing to optimize texture budget.</li> <li>• UV and mesh optimization.</li> </ul> <p>January 2007 – July 2007 <b>Microsoft Game Studios/Turn 10 Studio</b> in Redmond, Washington  <b>Environment Artist – Contract (thru Aquent, Inc.)</b></p> <ul style="list-style-type: none"> <li>• Assisted art team in completing <b>Forza 2 Motorsport</b> for the <b>XBOX 360</b>.</li> <li>• Populated tracks with vegetation, crowds, prop meshes, guard rails, tire barriers, etc. Also, optimized geometry, UV mapped objects, light mapped/baked textures, resolved bugs, painted alpha masks/blends in Photoshop, optimized geometry, applied collision to objects, edited skyboxes, and QA tested.</li> <li>• Worked on downloadable content for three months after Forza 2 was shipped.</li> </ul> <p>October 2003 – June 2006 <b>STUDIO Z IMAGERY</b> in Minneapolis, Minnesota  <b>Lead 3D Visualization Artist – Freelance and Full-time</b></p> <ul style="list-style-type: none"> <li>• Created 3D models in 3D Studio Max based on architectural drawings and photographs.</li> <li>• Used low polygon techniques to speed render times allowing faster turn around.</li> <li>• Acted as a lead artist on every project.</li> <li>• Developed an efficient method of rendering large animations using Vray by compositing various elements in post production.</li> </ul> <p>➤ Projects worked on: Dubai Atlantis Resort, XBL Towers    Animation for RSP Architects, Sentosa Island Resort Animation for Met Hodder, Taxi 2000    Project for Microsoft, Medtronic Headquarters Walkthrough Animation, Carlson School of Business Animation.</p>

