

# Jason Gill

6310-1904 Chadford Dr., Raleigh, NC 27612

Email: [jason.e.gill@gmail.com](mailto:jason.e.gill@gmail.com)

Website: [www.3dgill.com](http://www.3dgill.com)

Phone: (919) 601-7880

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## Objective:

To improve interactivity and the pipeline process with better setups, tools, and extremely precise animation.

## Education:

The Living Arts College and The School of Communication Arts / Raleigh, NC / 2005-2006

Associate of Applied Science in Digital Art and Animation

Oral Communications Teaching Assistants

Summer 2005 3D Environment Honorable Mention

Fall 2006 Unique Action Animation Exercises Honorable Mention

[Online CGWorkshop: Character Rigging in Maya with Todd Widup /](#) 2007

[Online CGWorkshop: Character Rigging with Biped with Paul Hormis /](#) 2008

## Industry Experience:

Independent Contractor (Rigger/Animator) / Breakiron Animation & Design / Raleigh, NC 2010

Duties include character rigging, anatomy rigging and animation

Technical Animator(Rigger) / Icarus Studios Inc. / Cary, NC / 2008-2010

Duties included character rigging, facial rigging, skinning, mechanical animation, mocap data cleanup, in-game animation weighting, maxscripting, general problem solving relating to interactivity

Independent Contractor / Sunstone Pictures / Las Vegas, NV / 2007

Duties included character rigging, UV mapping

## Industry Skills:

Precision Animating

Strong Sense of Timing, Weight, and Body Language

Proficient with animation, rigging, MEL, and MaxScript

Experience with modeling, texturing, lighting, and dynamic simulations

Proficient with PC

## Program Knowledge:

Autodesk Maya

Autodesk 3D Studio Max

Autodesk Softimage XSI