

PAUL JARVIS

OBJECTIVE

To work for a company dedicated to high-quality work that offers a collaborative environment that will both challenge me and allow me to grow as an animator and an artist.

PROFESSIONAL EXPERIENCE

- Daikonsoft** Artist, animator, creative lead **2011 - Present**
- Developed the artistic direction for "Rhythm Control 2", a rhythm game currently in development for the iPhone/iPad
 - Created all art assets for the game and prepared animation samples to be integrated into the game
 - Designed the user interface and menu navigation throughout the game as well as transition animations
 - Co-designed gameplay elements and worked with several other designers to balance game difficulty
- Neveeven Studios** Lead artist, animator, gameplay designer **2008-2009**
- Acted as creative director for the visual style of "Adrift", a (now-defunct) game developed using Microsoft's XNA architecture
 - Created painted art assets for the game as well as character animations
 - Worked alongside programmers in development of the world-building tools and gameplay mechanics
 - Co-developed the game's story, world, characters and lore
- mydjsobad.com** Contract graphic designer **2007-2008**
- Created T-shirt designs to be sold in an online marketplace and at conventions around the country.

TECHNICAL SKILLS

Art Skills

3D Character Animation, 3D Modeling, Storyboarding, Web Graphics, Illustration, Interface Design, Video Editing, Game Design

Software Skills

Animation Autodesk Maya, Adobe Flash, GraphicsGale
Video Adobe After Effects, Adobe Premiere
Illustration Adobe Photoshop, Adobe Illustrator, Corel Painter
Sound Adobe Audition

EDUCATION

- Animation Mentor** **Emeryville, California**
Certificate in Advanced Studies in Character Animation
Graduating May 2012
- Studying through the online campus at www.animationmentor.com
 - Mentored under Scott Lemmer (Blue Sky Studios), David Weatherly (Dreamworks Animation) and Melanie Cordan (Dreamworks Animation)
- Bowling Green State University** **Bowling Green, Ohio**
Bachelor of Fine Arts in Digital Art
Graduated May 2009
- Senior BFA project on Game Design and Conceptual Game Art
 - Computer Art Club : Webmaster, 2007-2009
 - A background in drawing, illustration, animation, game development and computer science