Jared Athias

Website: Jaredathias.com | jaredathias@gmail.com

Professional Summary

Experienced 3D artist with expertise in lighting and compositing. Also skilled in the Adobe Creative Suite, and various digital workflows for the entertainment industry.

Relevant Experience

Compositor

Titmouse Studios | June 2025 - July 2025 | Remote from Portland, OR

- Lighting, compositing, and pipeline build on Pokemon Full Match: Hawlucha vs. Machamp!

Lighting Artist

Mainframe Studios | Sept 2022 - Aug 2023 | Vancouver, BC, Canada

- Lighting and compositing for *Barbie: A Touch of Magic*. Streaming on Netflix

Jr. Lighting Artist

ICON Creative Studios | Mar 2022 - Sept 2022 | Vancouver, BC, Canada

- Lighting and compositing for *Transformers EarthSpark*. Streaming on Paramount+

3D Artist

Amazon TRB | Aug 2018 - Dec 2021 | Seattle, WA, USA

- Modeled and textured digital assets for AR/VR applications, increasing customer engagement with immersive product visuals.
- Implemented asset management practices, tagging assets for efficient cross-departmental use.
- Conducted photogrammetry R&D for 3D digital scan cleanup.

Production Assistant

Dreamworks TV Animation | Aug 2017 - Apr 2018 | Los Angeles, CA, USA

- Supported the production of *Trollhunters* and *Dragons Race to the Edge* with asset management and coordination.
- Streamlined communication between production and creative teams, enabling efficient project progression.

Technical Skills

- **Software**: Unreal Engine, Houdini, Maya, Blender, USD, Arnold Renderer, Renderman, Substance Painter, Marvelous Designer, Photoshop, After Effects, Premiere, ZBrush, Nuke, Python
- **Project Management**: Microsoft suite, Google doc
- **AI**: Move AI, Rokoko AI

Education

BFA 3D Digital Design, *Rochester Institute of Technology*, 2017

Certifications

- *Cinematic Lighting in Houdini*, Rebelway (2024)
- *Python for Maya*, Alexander Richter TD Masterclass (2023)