

Jared Athias  
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## Professional Summary

Experienced 3D artist and digital asset specialist with expertise in lighting, asset management, and secure distribution. Skilled in Adobe Creative Suite, asset organization, and digital workflows for the gaming and entertainment industry.

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## Relevant Experience

### Lighting Artist

*Mainframe Studios* | Sept 2022 - Aug 2023

- Lighting and compositing for *Barbie: A Touch of Magic*

### Jr. Lighting Artist

*ICON Creative Studios* | Mar 2022 - Sept 2022

- Lighting and compositing for *Transformers EarthSpark*

### 3D Artist

*Amazon TRB* | Aug 2018 - Dec 2021

- 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.

### CG Generalist

*Ingenuity Studios* | June 2018 – July 2018 (2-week contract)

- Modeled, textured, and lit assets for the music video *Jackie Chan*.

### Production Assistant

*Dreamworks TV Animation* | Aug 2017 - Apr 2018

- 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.

### **Lead Render Wrangler**

*Rochester Institute of Technology* | Fall 2016 – Spring 2017

- Led render wrangling team, solving technical issues, scheduling, and onboarding new team members.
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### **Technical Skills**

- **Software:** Unreal Engine, Houdini, Maya, Solaris, Karma, USD, Arnold Renderer, Renderman, Substance Painter, Marvelous Designer, Photoshop, After Effects, Premiere, ZBrush, Nuke, Katana, Python
  - **Project Management:** Microsoft Office (Excel), asset tagging, secure distribution
  - **Technical Skills:** Metadata creation, digital asset management, optimization
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### **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)