

JASON BURTON

FREELANCE ARTIST

CONTACT INFO:

CONTACTJASONBURTON@GMAIL.COM

SUMMARY

I am a Generalist 3D Artist with most of my professional experience as an FX Artist and FX TD. I have experience with both game and 3D animation pipelines at major studios. I enjoy programming, painting, making 3D art, learning new math, and mucking around with electronics in my free time.

OBJECTIVE

To work on cool projects with cool people and to have a positive influence on the final product.

EXPERIENCE

Senior FX Artist at Rockstar Games - Carlsbad, CA (July 2014 - Present)

- FX for unannounced title

Freelance Artist - Los Angeles, CA (June 2013 - June 2014)

- FX Contractor at Playdom Disney - Responsible for all FX in the mobile game Star Wars: Commander
- Next Gen FX Pipeline Consulting - Kingsoft Software, Seasun Entertainment in Zhuhai, China
- Viral Videos, Short Films, Music Videos

Senior VFX TD at Zynga - San Francisco, CA (July 2012 - June 2013)

- FX for FarmVille 2: Country Escape for iPhone/iPad
- Responsible for all FX in FarmVille 2 - Weekly content pushes across multiple dev teams

FX Artist at Blizzard Entertainment (June 2010 - July 2012)

- Diablo 3 Cinematics - Fire, Smoke, Ashes, Embers, Particle iteration tool for wispy FX
- Diablo 3 Cinematics Wing Effects - Simulation, Rendering, Look Dev, Python Scripting
- StarCraft 2 Game engine and Cinematic FX - Responsible for FX for full sequence

FX Artist at Gnomon Studios - Los Angeles, CA (August 2009 - March 2010)

- Student Film "Plus Minus" Directed by Shane Acker, Director of "9"

Instructor at The Gnomon Workshop - Los Angeles, CA (July 2009)

- 3 Hour Tutorial - FX Animation using Maya and Python for "The Making of White Swan"

EDUCATION

Certification at Gnomon School of Visual Effects - Los Angeles, CA (2008 - 2010)

TOOLS

Houdini, Photoshop, Maya, Max, UDK, Unity, Proprietary Engines, C++, Python, Nuke, RenderMan, After Effects, Premiere, Shell, Linux, Git, SVN, ZBrush, HTML, CSS

SKILLS

Generalist, FX, TD, Programming, Pipeline, Shading, Math, Painting, Motion Graphics, Procedural Workflow