WWW.JESSMARLEY.COM Jess.a.Marley@gmail.com 315.289.7372 1310 10TH STREET APT K SANTA MONICA, CA 90401

- RINGLING COLLEGE OF ART AND DESIGN, SARASOTA FL
- BACHELOR OF FINE ARTS IN COMPUTER ANIMATION, MAY 2010

## **Experience:**

Art Director/3D Generalist, RESTORATION, Tree Media Foundation, Santa Monica, CA;

January 2015

- Worked with client to design, track, animate, composite graphics into various shots, highlighting the concept of the earth healing itself through various elements in nature.

3D Generalist/Previs Animator, Yu+Co, Hollywood, CA;

November 2014 - February 2015

- Model, rig, animate, texture, light, design, and composite for NYE Grand Park projection mapping project.

Concept/Storyboard Artist, VULTURES, Max Cantor, Santa Monica, CA;

September 2014

- Employed to conceptualize characters based on their role in the script, creating style frames branding them and the script as a whole.

Art Director/Lead 3D, GREEN WORLD RISING, Tree Media Foundation, Santa Monica, CA; June 2014 - August 2014

- Lead small team of freelancers to conceptualize, storyboard, design, model, texture, animate chapters, and character for a short documentary about decentralizing energy usage/green technology.

3D Generalist/Storyboard Artist, Create Advertising Group, Culver City, CA;

May 2014 - June 2014

- Hired to design style frames, storyboard, rig, animate, and create any 3D assets needed for production pipeline.

Art Director/Lead 3D, CARBON, Tree Media Foundation, Santa Monica, CA;

February 2014 - May 2014

- Employed to conceptualize, design, model, rig, animate, and composite character animated short; worked with client to create visual representation of fossil fuel industry through a character.

## Concept/Storyboard Artist, THE HUNTER'S HEAD, Santa Monica, CA;

May 2014

- Worked closely with director creating storyboards, pitch frames, and character designs for short film.

3D Generalist, Method Design Studios, Santa Monica, CA;

September 2013 - February 2014

 Hired to design styleframes, effictiently create realistic models of tablets/phones for commercial use, and full production from 2D to 3D of cards and maintitles for various movie trailers.

Art Director/Lead, FINAL HOURS, Tree Media Foundation Santa Monica, CA;

August2013 - September 2013

- Employed to create four minutes of motion graphics, led small team to organize clients ideas, storyboard, visualize style and mood, and execute a series of small animations based off client's script and notes.

Lead 3D/Storyboard Artist/3D Generalist, Greenhaus GFX, Culver City, CA;

February 2011 – September 2013

- Oversaw 3D department, was responsible for a small team; modeling, texturing, lighting, animation, look development, storyboards, stereoscopic, dynamics, and rendering.

## Software:

Maya, Zbrush, Photoshop, After Effects, Headus UV Layout, Mental ray, VRay, Blender, Corel Painter, Bridge, Illustrator, Realflow, Premiere, Pixar's Renderman 2.0 Maya Plug-in, Microsoft Office Suite

## Awards:

- Induction into Liverpool High School's Fine Arts Hall of Fame 2014
- Golden Trailer Awards Best international graphics "Anonymous" 2012
- The President's Award The Renaissance Man Senior Thesis 2010
- Best of Ringling Animations selected for juried exhibition 2007, 2008, 2010