

Jens Lindgren

Maya Generalist
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Education

Northeastern University

Boston, MA Fall '01 - Spring '06
Bachelor of Science in Visual Art
Concentration: Animation
Dual Major: Multimedia Studies
Minor: Graphic Design
GPA: 3.84, Highest Honors

Skills & Proficiencies

Maya 8.5
Adobe After Effects
Photoshop
Illustrator
InDesign
The Setup Machine (plug-in)
Shave & A Haircut (plug-in)
ZBrush (learning)
Sorenson Squeeze
Macromedia Flash & ActionScript
Avid Xpress
Sound Forge

Selected Coursework

Animation Studio I, II, III, IV, V
Multimedia Capstone I, II
Game Design
Programming for Multimedia
Narrative for Multimedia
Typography I, II
Graphic Design
Visual Studies Foundation I, II
Drawing I, II
Black & White Photography
Art History I, II, III

Societies & Activities

ACM SIGGRAPH, SIGGRAPH 2006
Student Volunteer, National Society
of Collegiate Scholars, Northeastern
University Art Society.

References available on request.

Objective

To work in a team environment where I can utilize and further my skills in modeling, texturing, animating, lighting, rendering, compositing and motion graphics in the fields of broadcast, game cinematics and film.

Experience

Buck Design LA - Contractopia, CN Mini-Match, NDA Spot

Los Angeles, CA April - October 2007
3D Lead, Rigging TD, Shot TD, Pipeline Specialist

- Develop & revise previs based on client feedback, assemble shots for animators
- Clean, unwrap & rig characters, manage rigging pipeline, model & assemble assets
- Set up lighting & render layers for shots and manage renderfarm and local renders

The Famous Group - Yaris Vs. Xbox

Culver City, CA May - June 2007
Lead Animator, Render-Compositor

- Animated the majority of the characters & objects from previs to completion
- Quickly responded to client changes and assisted in rendering and compositing

Studio Ember - Microsoft Silverlight NAB Premiere

Venice, CA March - April 2007
3D Generalist, Surfacing-Rendering TD

- Worked with Styleframes to create look of 3D elements and helped revise previs
- Handled the rendering & base compositing for the most 3D-intensive shots in the spot

The Famous Group - Superbowl, Gametrailers.com Marketing

Culver City, CA February - March 2007
3D/Motion Designer, Render Wrangler

- Designed 3D animation presenting graphical data (animating, rendering, compositing)
- Quickly handled animation, compositing and design revisions requested by client
- Initiated, managed and completed Maya, Mental Ray and After Effects rendering

Lambo - Nevada Resort Association "Vegas"

Venice, CA November - December 2006
3D Generalist, Motion Graphics Designer

- Handled all 3D (modeling, animating and rendering) in a thirty second 2D/3D spot
- Created previsualization, Helped in modifying, masking and animating photographs

Buck Design LA - Cingular Push-To-Talk Family & Business

Los Angeles, CA September 2006
Maya Generalist

- Modeled, unwrapped and textured environments, props and characters
- Rigged bipeds with The Setup Machine, defined exclusion sets and painted weights

Shadedbox Animation - SOCOM Fire Team Bravo 2 Cinematics

Pasadena, CA June - August 2006
Modeler-Texturer, Animator

- Collaborated with client producer to block out shots and camera animation
- Referenced characters into environments, imported and cleaned Motion Capture
- Modeled, unwrapped and surfaced environments from concept art and animatics

Interests

Animation, gaming, photography, film, computer hardware, traveling.