

JADE WISE

3D TECH ART/MOTION DESIGN

CONTACT

Currently in Rochester, NY
Mobile: 585-360-6594
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Portfolio: jlvvision.com

SKILLS

- Motion Graphics
- 3D Rendering & lighting
- 3D Modeling
- Style Frames
- Shader Creation
- Real-time Optimization
- Real-time Niagara FX
- Problem Solving
- Troubleshooting

TOOLS

- Cinema 4D
- Redshift Renderer
- Adobe After Effects
- Adobe Illustrator
- Blender
- Unreal Engine 5

INTERESTS

In my spare time I enjoy practicing on my guitar, discovering new music, checking in on what NASA is up to, and getting some fresh air on my rollerblades.

EXPERIENCE

Cosm

Junior Tech Artist/Motion Designer (Remote)

December 2022 - Present

Supporting Cosm's technology and experience use cases through the creation and implementation of 3D environments with real-time motion graphics for live and interactive events.

Responsibilities included:

- Creation of 3D assets, UV mapping using Cinema 4D or Blender, and using Quixel to aid in creation of materials.
- Importing/Application/Optimization of meshes and materials.
- Importing/Exporting assets via Datasmith.
- Creation of Niagara particle effects in UE5.
- Creation of landscapes/environments (including 3D meshes and materials) either through sculpting or with Gaea.
- Composing levels (including environment effects/lighting) in UE5.
- Assisting in creation of blueprints and MPCs that result in triggered real-time effects (examples: teleportation portals, audio-reactive fire, storm appearing in the sky)
- Designing promotional graphics to be used within 3D environments.

Motion Graphics Intern (Remote)

October - December 2022

Assist with creation of assets for Cosm's visual asset library according to branding identity guidelines; also customizable elements for collaboration with potential partners including the NBA, UFC, ESPN, Disney, and NBC.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

MFA Visual Communication Design

- Master's **thesis** centered on the topic of deep-fake technology in the context of disinformation and the future of the reliability of media.

BFA Medical Illustration