

# JEAN-MARIE SCHEID // 3D ARTIST

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## OBJECTIVE

Seeking a position working with awesome creatives in the games industry.

## SKILLS

Knowledgeable with Autodesk Maya, Mudbox, Adobe Photoshop, Illustrator, and AfterEffects.  
Film Background informs skills in light & composition.  
Strong ability in fundamental Traditional Art disciplines.

## EXPERIENCE

COGNITO COMICS - LEAD CHARACTER ARTIST (Fall 2010)

- Create concept art and 3D assets for characters in a portable RTS.
- Supervise other character artists and maintain style continuity.
- Programs used: Autodesk Maya, Adobe Photoshop.

SEMESTER GAMES - STUDENT ART DIRECTOR (Spring 2010)

- Art Director for a student-run 3D game studio sponsored by the Academy of Art University.
- Organize and assign tasks for a team of eighteen artists.
- Define cohesive vision, write docs outlining technical, aesthetic, and thematic elements of design.
- Programs used: Autodesk Maya, Adobe Photoshop, AfterEffects.

## ACHIEVEMENTS

ACADEMY OF ART UNIVERSITY

- AAU Spring Show Feature. (2011)
- AAU School of Game Design Director's Award. (2010)

## EDUCATION

ACADEMY OF ART UNIVERSITY

- Bachelor of Fine Arts expected 2011.
- Major: 3D Modeling for Games.

ROCHESTER INSTITUTE OF TECHNOLOGY

- Bachelor of Fine Arts (TRANSFERED)
- Major: New Media Design & Imaging.

NEW YORK SUMMER SCHOOL OF THE ARTS / ITHACA COLLEGE

- Summer Pre-College Program.
- Studied: Film & Animation.

## REFERENCES

Available upon request.

PORTFOLIO AVAILABLE AT  
[DECIEL.NET](http://DECIEL.NET)