

Jason MacCoy
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Profile

3D Instructor and Production Artist with experience in Education and Industry. Core competencies include: knowledge of 3D production technology, excellent artistic skills, and ability to optimize production pipelines.

Teaching and Industry Experience

MacCoyHomesSolutions (industry)

(May 2015-Present)

Lead 3D Production Artist for my brother's remodeling business.

- Client communication to plan for production
- Primary development of production pipeline, cloud based collaboration, web based delivery.
- Produce geometry and texture mapping with PhotoShop or Zbrush 4R7.

Learning Associates (teaching)

(Jan 2012-April 2015)

Private instructor for student awarded vocational funding to pursue training in 3D modeling and Traditional graphics. Online instruction delivered with Skype and TeamViewer.

- Taught 3D modeling with Maya
- High resolution modeling with Zbrush 4R7
- Concept art and Logo design.

University of Washington, UW Education Outreach Program (teaching)

(October 2002-2013)

Game Animation and Digital Media, Course Instructor

Courses include:

- Introduction to 3D Max and Introduction to 3D Animation
- Character Design and 3D Modeling
- Project Planning, Storyboarding, Environmental Storytelling

Lake Washington Technical College (teaching)

(January 2002-2012)

Course Instructor, 2 year Program in Game Animation,

Courses include:

- ZBrush 1 and 2, Beginner and Intermediate.
- 3D for Games 1 using Maya and Zbrush
- Game Theory
- Character Design

DigiPen (teaching)

(September 2010-June 2011)

Animation Academy

- Fundamentals of animation
- Concept art production
- Introduction to 3D Max

Pixologic (makers of Zbrush) (teaching)

Video Tutorial developer (2007)

- Created Instructional videos on generating Normal Maps for Max and Maya.
- Created Instructional videos on UV mapping process from Max and Maya

Wizards of the Coast (industry)

Production artist (June 2007-August 2007)

- Developed 3D models and texture maps
- Zbrush detailing for low poly Normal Mapping

Liquid Dragon Studios (industry)

Production artist, (Feb 2007-May 2007)

- Developed 3D models and texture maps
- Zbrush detailing for low poly Normal Mapping

TurnStyle Studios (industry)

Production artist, (Sept 2006-March 2007)

- Created concept art and illustration
- Developed 3D models and texture maps
- Character animation for game play

I-base Games (industry)

Production artist, (April 2005-June 2005)

Responsibilities included:

- Created concept art and illustration
- Developed 3D models and texture maps

Seattle Central Community College (teaching)

(November 2000-June 2003)

- 3D Max Course instructor
- Designed core curriculum for their Game Animation Program

Sierra Online (industry)

3D Animation Production Artist, (April 1999-March 2001)

Responsibilities included:

- Creating concept art and illustration,
- Developing 3D models and Texture maps,
- Level design

Puget Sound Energy (industry)

(Jan 1997- Jan 1998)

Account Service Representative

- Account management
- Emergency Outage Dispatcher

Phoenix Network (Telecom) (industry)

(Jan 1996- Dec 1997)

Telecommunications Sales Rep

- Worked with business owners to evaluate and optimize services
- Maintain client satisfaction with products and services.

Education

3D Animation Program Certificate, Seattle Central Community College, 1999

Bachelor of Arts in Humanities, Washington State University, 1995

Minor in Speech Communication

Minor in Fine Arts, emphasis in sculpture

(Honor awards: Golden Key and Phi Kappa Phi)

Vocational Education Certificate, State of Washington and Lake Washington Technical College, 2004

Artistic Involvement

Figure drawing sessions at Daniel Smith Art Supply.

Figure drawing sessions at Kirkland Community Art Center.

Water color exhibitor at Okada Gallery, May 1999.

Gallery exhibitor at Bellevue City Hall, June 1998.

Published work

"Teaching Gamecraft": The theory, planning, art, production and design of video games, 2003.

This project was funded by a grant from the state of Washington in an effort to help establish curriculum for educators teaching 3D animation.

Guest Speaker

Seattle Video Game Industry Job Conference and Resume Workshop. Guest speaker on panel for "Getting in on the ground floor".

Link: www.thegameinitiative.com/seattle/speakers.html

Other:

Awarded US Patent (8039722). "Methods and Formats for Visually Expressing Music".

Little League baseball Coach (2010-2013)

Contacts:

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