

# Jeremiah Jordan Taylor

Riverside, CA.

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(951) 205-8287

Portfolio: JerIn3D.com

## Professional Objective

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To share my unique artistic designs and develop 2D and 3D art in the most interactive medium known, video games.

## Relevant Work Experience

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**Art Director** 2015-Present

The Indie Accord

- Founder and Creative Director at The Indie Accord
- Worked as the Concept Artist, Sculptor, 3d Modeler, Texture Artist, Rigger, and Level Designer to bring each game to life
- Developed contract games for Autistic Students with Life Skills Software

**Level Designer** 2017-Present

Greyborn Studios

- Designed levels for the studio's first game, *Luna & The Moonling*, a difficult 3D puzzle game
- Created challenging and beautiful puzzles to enhance the user experience and create an enjoyable difficulty curve throughout the game
- Helped support the team through Steam launch

**Freelance 3D Artist** 2015-2017

Fiverr

- Worked through Fiverr for over a hundred clients with various needs
- Scored consistent 5 stars reviews
- Excelled in translating complex technical information to easily understandable points

## Education

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**AA in Game Art and Simulation**

Riverside Community College      Riverside, CA      2016-2018

## Other Work Experience

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**Courtesy Clerk** Present

Albertsons

- Ensured customer satisfaction and maintained a high level of service
- Stocked and maintained facilities

**Customer Service Representative for Donations** 2017-2019

Savers

- Received and sorted donations from donors and supplied receipts with a friendly attitude
- Worked to keep a clean and professional environment while encouraging donations

## Skills

Zbrush

Maya

Blender

Unity

Unreal Engine

Photoshop

xNormal

GameMaker

PaintTool Sai

Audacity

OBS

Concept Art

Sculpting

Modelling

Rigging

Animation

Texture Art

Map Baking

UV Layouts

Level Design

Compositor

Communication

Slack

Trello

Zoom

Excel

Word

PowerPoint