

JAKE ROWELL

818.762.3914 (Studio) / 818.281.6769 (Cell) / jake@jakerowell.com

SUMMARY OF QUALIFICATIONS

Accomplished, detail-oriented Art Director, Designer, Digital Artist and Illustrator, with achievements in developing designs for digital characters and environments. Demonstrated broad-based background in Feature Film and Video Game production. Provided strategic leadership and artistic direction to creative teams in scheduling and bidding, as well as in pipeline implementation. Equipped with strong communication and interpersonal skills with keen commitment to excellence. Establish and cultivate productive relationships with professionals at all levels. Thrive within fast-paced environments and effectively perform multiple tasks simultaneously.

PROFESSIONAL EXPERIENCE

Freelance Designer | Studio City, CA

Responsible for concept design, story boarding, asset production, illustration for editorial and graphic novels. Functioned as 2D and 3D Visual Development Artist / Illustrator. Managed all functional areas of asset production, including characters, props, and environments.

DIGITAL DESIGNER / ILLUSTRATOR | Freelance

Nov 2006- Present

- Held responsible for art direction and conceptual design for story concepts, characters, props, and environments
- Oversaw asset production, including modeling, texture, look-development for digital character and environment creation
- Developed illustration for editorial and graphic novel creation
- Clients include: IMAGI Studios, NVIDIA, Warner Brothers, Sony, Squaresoft, and Microsoft

IMAGI Animation Studio | Sherman Oaks, CA

Participated in team meetings with the Director, Producer, and other department heads to coordinate work assignments and assess needs. Provided consistent one-on-one supervision with artists to facilitate hands-on interaction and art direction. Involved in inter-departmental meetings to confer and coordinate efforts in achieving goals. Worked closely with human resources to promote team building, coordinate artistic recruitment, and provide performance evaluations and reviews. Managed departmental concerns and cultivated productive relationships with overseas studio.

ART DIRECTOR | Astroboy

March 2007- Sept 2009

- Rendered art direction between USA and Hong Kong-based studios
- Successfully led the creation of all the character, props, and environment designs
- Provided leadership to team of 20 designers and played a pivotal role in establishing a digital art department
- Supervised color timing of the final film output and supported in establishing LA-based studio
- Rendered assistance in creating pitch art and presented the project to various studio heads and investors

Sony Pictures Imageworks | Culver City, CA

Actively involved in leadership meetings to identify needs and establish daily and weekly goals. Collaborated with animation and rigging to develop the Superman muscle system and identify methods to improve process and appearance. Rendered effective artistic direction to the Lighting Team and worked on the models, muscle system, IBR, textures, and look-development of the characters.

CHARACTER LOOK DEVELOPMENT CONSULTANT | Beowulf

July 2006-Sept 2006

- Instrumental in developing character modeling, rigging, texturing, and shading
- Contributed in the Character Development Team in charge of the pre-production look-development of the characters
- Served as one of the consultant on the early digital character development

LEAD LOOK DEVELOPMENT ARTIST | Superman Returns

Jan 2005-July 2006

- Nominated for the 2007 Academy Awards for Best Achievement in Visual Effects
- Served as lead artist in modeling, texturing, and look-development of the Superman and Lois Lane characters
- Functioned as the lead artist for the Image Base Rendering (IBR) Development Team
- Oversaw the sculpture of the digital Superman, including the facial and body blend shapes for rigging

LEAD MODELING ARTIST | Bewitched

Nov 2004-Jan 2005

- Held responsible for modeling various sets, props, and environments

MODELING ARTIST | Monster House

Nov 2004-Jan 2005

- Nominated for the 2007 Academy Award for Best Animated Feature Film
- Developed modeling of characters, sets, props, and environments

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DreamWorks Animation | Glendale, CA

Worked collaboratively with the Design Department in conceptualizing and implementing design for characters and environments. Coordinated with the Pipeline Development Team in the surfacing / look-development process. Performed duties as a character and sequence lead responsible for directing a look-development team in asset production for lighting.

LEAD LOOK DEVELOPMENT ARTIST AND SEQUENCE LEAD | Shark Tale

June 2002-Sept 2004

- Nominated for the 2005 Academy Award for Best Animated Feature Film
- Played an integral role with the pre-production team responsible in setting the look of the film
- Supported the Pipeline Development Team responsible for the surfacing and look-development process
- Worked closely with shading technology utilized throughout the film while ensuring compliance with technical standards, lighting interaction, and naming conventions

Square USA | Honolulu, Hawaii

Served as key character artist at Square and provided excellent skills as designer. Rendered major contributions to the character group in charge of the design, sculpture, painting, and look development. Worked closely with the Director and Producer to strategize methodologies for completing projects.

DIGITAL CHARACTER ARTIST | Animatrix "The Final Flight of the Osiris"

Mar 2001-May 2002

- Received Outstanding Achievement in an Animated Home Entertainment Production for the Annie Awards
- Functioned as a designer, modeler, and look-development artist on the main and secondary characters
- Successfully developed the final look for Dojo set interior; collaborated with texture painter to develop the digital set
- Supported in designing and leading the modeling development on the Osiris ship exterior
- Served as key contributor to the Lighting Team and provided assistance in composite shots across various sequences
- Assisted in developing characters, sets, and props to be used in the pre-visualization process

SETS AND PROPS ARTIST | Final Fantasy: The Spirits Within

Nov 1999-Mar 2001

- Assumed leadership responsibilities in the development of crater and mountain terrains
- Played an integral part in the modeling, texturing, and shading development of various props and environments

CG DESIGNER | Final Fantasy IX (PlayStation)

Oct 1998-Nov 1999

- Served as environment designer responsible for conceptualizing various environments within the game
- Implemented both traditional 2D and 3D medium while designing the locations
- Coordinated efforts with the Cinematic Team in Japan toward the successful completion of design, modeling, texturing, and look-development of digital environments
- Contributed as member of the Motion Background Team, providing assistance in developing the in-game cinematic scenes

EARLIER EXPERIENCE

LEAD ARTIST | Microsoft Golf 98 and 99 | FSC Software-Microsoft Games, Toledo, OH

1996- 1998

EDUCATION

MASTER OF FINE ARTS | ILLUSTRATION

Academy of Art University, San Francisco, CA
Emphasis in Illustration, Painting, and Design | 2011

BACHELOR OF FINE ARTS | DIGITAL ARTS

Bowling Green State University, Bowling Green, OH
Emphasis in Digital Art, Illustration, Painting and Design | Minor in Sculpture

TECHNICAL PROFICIENCY

Maya, 3ds Max, Z-brush, Mudbox, Renderman, Slim, Mental Ray, Photoshop, Painter, BodyPaint 3D, Deep Paint, Shake, AfterEffects, Sony Imageworks Proprietary Software, PDI / DreamWorks Proprietary Software, Linux, Windows, and Mac OS X

Recommendations upon request