

JARED W. RUDIAK
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WORK HISTORY

Edge Of Reality

Oct 2007 - Present

6500 River Place Blvd, Building 5, Suite 300 Austin, TX, USA
Senior Character Animator/Modeler

Heavy Iron Studios

June 2006 – Oct 2007

6601 Center Drive West, Los Angeles, CA, USA
Senior Character Animator/Modeler

- Storyboard Cinematic shots.
- Animate camera, characters and props within Cinematics. Create and rig props when necessary.
- Responsible for the creation and animation of polygonal characters for Next Gen titles.
 - Work closely with Pixar to create game models based on their designs.
 - Create conceptual and orthographic drawings of biped, quadruped and winged characters.
 - Create polygonal models based on created drawings/existing model sheets (using Maya and Mudbox software).
 - Design and create textures using Photoshop and UV map them on characters.
 - Create skeletal systems for characters using a structure of constraints and controls.
Responsible for weighting characters and props as well as setting up driven attributes to allow for the animation of hands and facial features.
- Animate characters in game movements. Work closely with programming and effects departments to make sure that the animations created are optimal for the situation required.
- Act as a mentor to Junior Animators/Modelers/Interns – giving advice and feedback when necessary.
- Experience working within a “SCRUM” development environment - Working closely with other departments to track progress of character department assets – acting as a liaison between departments. Responsible for keeping created character files organized within Perforce software.

Idol Minds

April 2002 – June 2006

363 Centennial Parkway, Louisville, CO, USA
Character Animator/Modeler

Frantic Films

September 2001 - December 2001

420-70 Arthur Street Winnipeg, MB, Canada
Conceptual character / set designer, Character Animator

- Responsible for the entire creation and cleanup of a 30 second cel animation (hand drawn) commercial spot. (Winnipeg Free Press).

Big House Animation

March 2001 - April 2001

41 King William St. Unit 402, Hamilton, ON, Canada
Character animation cleanup, Animation cel Painter

- Worked on independent film “Nothing to Say”
- Clean up and painting of animation cel drawings.

Werner Zimmerman

August 2000 - February 2001

14 Alexander Street, Lion's Head, ON, Canada

Figure Drawing Teaching Assistant - Sheridan College
Studio Assistant

- Assisted in the figure drawing studio instruction of 1st year animation students.
- Substituted when instructor was unable to be there.
- Helped with the grading of drawings/papers.

IC Group Inc. - Creative Media Department

August 1999 - March 2000

383 Dovercourt Dr., Winnipeg, MB, Canada

Conceptual Designer, Character designer
Classical and CGI character Animator

- Created conceptual drawings and character models for video games.
- Using a combination of traditional (hand drawn) and CGI techniques, created video game animations (including lip sync).
- Modeled and Rigged characters using SoftImage.
- Created textures with Photoshop and UV mapped on characters.

Radical Entertainment

June 1998 - October 1998

1052 Homer Street, Vancouver, BC, Canada

- QA department - game tester (bug logging/reporting)

EDUCATION

Sheridan College

1999 - 2001

School of Animation, Arts and Design, 1430 Trafalgar Road, Oakville, ON
3 Year Major in Traditional Animation

Red River College

1997 - 1998

Market Driven Training Center, 123 Main Street, Winnipeg, MB
Graduate of Interactive Games Design

Steinbach Regional Secondary School

1988 - 1991

90 McKenzie Road, Steinbach, MB
Academic Diploma (Major)
Industrial Design (Minor)

REFERENCES:

Available upon request.