# jonah hausmann

3D Artist / Generalist

267-670-1198
jonahhausmann.com
hausmannjonah74@gmail.com

## EDUCATION

**Savannah College of Art and Design**
Technical Animation
2021 – 2024

**McGill University**
Marketing
2018 - 2020

## SOFTWARE

Maya
ZBrush
Mari
Substance Painter
Marvelous Designer
Arnold
Redshift
Unreal Engine
Marmoset Toolbag
After Effects
Photoshop
Microsoft Office

## SKILLS

Modeling/Sculpting
Texturing/Look Dev
Lighting
Rigging
Layout
Illustration

## ABOUT

A highly adaptable digital artist passionate about bringing concepts to life in 3D. Experienced in leading and working with teams using a variety of different technical packages in both stylized and realistic workflows.

## EXPERIENCE

**Lead Character Artist**
*Yesterday* – SCAD Thesis Film
March 2024 – June 2024

Modeled three, unique, production-ready characters for short film.
Met weekly with director to ensure characters matched concept art.
Led character meetings with rigging and texturing teams.
Developed a series of potential visual styles and look dev options.

**Environment Modeler**
*Persimmon Red* – SCAD Thesis Film
January 2024 – March 2024

Created models for 19th century Vietnam-inspired village.
Used ZBrush to develop realistically damaged props and architecture and prepared them for layout and lighting.
Met with directors to ensure assets fit into film/vfx pipeline while adhering to Unreal Engine specifications.

**Virtual Production Assistant**
Film Hedge – SCAD Pro
March 2023 – June 2023

Modeled assets for environment designed for use on XR stage.
Led board development and research for apartment in Nigeria.
Collaborated on layout/staging using Unreal Engine and Perforce.