

Jayna Michelle Pavlin

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Education

Miami Int'l School of Art & Design	MFA	Computer Animation	grad 6/08
Art Institute of Phoenix	AAS	Computer Animation	grad 6/00
Arizona State University	BFA	Fine Arts (drawing)	grad 5/99

Credits: Frog Cakes (iPhone), Marble Master (iPhone/W7P), Pro Series Golf (mobile, 2008), Blazing Angels (coop, 2008), What the Bleep Do We Know?!: Down the Rabbit Hole (Film, 2006), WWE Crush Hour (GameCube, 2003), MX Superfly (GameCube, 2002), Legends of Wrestling 2 (PS2, 2003), Legends of Wrestling (PS2, 2001).

Software: Windows and Mac OS; MS Office, Photoshop, Unreal3, ZBrush, Maya, Adobe Premier, Adobe After Effects, Adobe Illustrator, Adobe InDesign, Flash, Sound Forge, Motionbuilder, Painter, Headus UVLayout, 3dCoat, Painter

Work Experience

Owner/Artist

4/2008-current

Full Draw Studios

Concord, CA

- **NightPen** (8/2010-current): art direction, art, character design, animation, UI and other art for Marble Master (iPhone/Windows7), Frog Cakes (iPhone/Windows7), and Bards Tale
- **Aurora Games** (8/2010-current): concept art and art direction (web based game)
- **Game Developers Conference** (2/10-3/10): illustration for sales team
- **RPGObjects** (3/10): illustrations for Savage Worlds Darwin's World Survivor's Guide
- **WishdownX Creations** (4/08-current): character pipeline consultant

Course Director

2/2009-current

Ex'pression College

Emeryville, CA

- Course Director for the Game Art & Design program at Ex'pression College teaching classes in accelerated and immersive 5-8 week terms.
- Instructor for Advanced Game Pro; class focusing on concept art for student projects
- Instructor for Animation for Games; a class integrating Maya and the Unreal3 game engine and focusing on character animation and importing characters and animation into the game engine.
- Instructor for Final Game Project; a class that prepares students for creation of a web based portfolio and demo reel.
- Instructor for Rigging for Games; a class that teaches 3d character set-up and rigging for the purposes of integration with a game engine and in anticipation for use in integrating mocap data and motionbuilder.

Instructor

9/2009-12/2009

Art Institute of San Francisco

San Francisco, CA

- Teach Facial Modeling/Rigging/Animation for the MFA program in Media Arts & Animation

Lead Artist

9/2006-6/2008

Mine Shaft Entertainment

Grass Valley, CA

- UI art for Blazing Angels port, including instructional screens, loading bar, targeting reticules and symbols, plane selection, mission selection, and game type selection screens.
- UI art and 3d modeling for Pro Series Golf mobile game.
- Developed a pipeline integrating 3d elements (Maya), motion capture (Motionbuilder), and Flash for a social networking website
- 3d character models, rigging, and textures for Track and Field 2k8 and Pro Series Golf

Curriculum Writer

4/2006 - 8/2006, 8/2007-1/2008

Freelance/Self Employed (Pacific Audio Visual Institute)

Vancouver, BC

- Prepared a college level curriculum for game development and animation program
- Suggest curriculum changes and additions to reflect advances and best practices in the game dev industry
- Prepare pre-planned syllabi and course outlines for future instructors

Instructor **Art Institutes (Game Art and Design)**
3/2005-9/2006 Portland, OR
- Teach Maya (modeling, texturing/lighting), ZBrush, and Unreal Engine.

Part Time Instructor **ITT Technical Institute**
8/2004-1/2005, 11/2005-3/2006 Phoenix, AZ
- Present and demonstrate instructional material to class room of 5-40 students
- Prepare materials for between 3-4 class per week for 4 month semesters
- Student assistance and tutoring
- Grading of student work
- Lead critiques of student work
- Advising department chair as to curriculum needs and student issues

Art Director and Art Consultant **WishboneX Creations, Ltd.**
9/2004-8/2006 Vancouver, BC (worked remotely from U.S.)
- Concept art and graphic materials for web and print marketing
- Creation of 3d models (Maya) and textures (Photoshop)
- Consult on art and crew needs, art direction, marketing, technical considerations, and development pipeline

Animator (contract) **CatalystFX**
11/2005-1/2006 Phoenix, AZ
- Contracted 3d animator (3dsMAX) on the film *What the Bleep Do We Know?! Down the Rabbit Hole*
- Meeting and advising producer, directors, and effects supervisor as to animation needs and time constraints

Senior Artist **Mine Shaft Entertainment**
4/2003-12/2003 Grass Valley, CA
- Character Modeling and texturing on a sci-fi game prototype (Maya and Photoshop)
- Concept Art including Characters, Creatures, and Vehicles

Artist **THQ**
3/2002-4/2003 Grass Valley, CA
- 3d environment modeling/texturing using Maya, Illustrator, Renderware, and Photoshop.
- Created UI art elements (Photoshop) for GameCube platform versions of titles.

Artist-Animator **Acclaim Studios**
1/2001-3/2002 Salt Lake City, UT
- Creation of character textures for the custom character creator feature.
- Head Models of featured characters.
- Editing of motion captured animation using Filmbox.