

JEREMY JESSUP

PROFESSIONAL ARTIST

EXPERIENCE

U-Haul International, Inc., Phoenix, AZ — Staff Artist

February 2013 - August 2017

This position primarily involved creating graphics for both digital and print production for use on vehicles, facilities, and facility signage.

- ❖ Created templates and procedures which cut project production times by more than 50%.
- ❖ Retouched thousands of images, including background removal and replacement, blemish removal, color correction and replacement, compositing, and image restoration.
- ❖ Designed imagery and layouts for advertising on vehicles (box trucks and vans) for both internal and external clients.
- ❖ Managed a database and records for approximately 40,000 images, and designed spreadsheets for tracking usage status, geographical origin, and project based requirements for the images.
- ❖ Provided troubleshooting and technical assistance for other department members.

Schaus-Vorhies Companies, Fairfield, IA — Digital Media Specialist

July 2009 - January 2013

This was a contract based position which included a range of projects.

- ❖ Generated visualizations of both architectural and industrial designs through 2D photo editing and 3D renderings of both still images and animations.
- ❖ Designed and produced training, safety, and marketing videos (including scripting, filming, video editing, and voiceover recording).
- ❖ Traveled to assist with presentations of design concepts between businesses.

Digital-X, Phoenix, AZ — Visualization Artist

March 2007 - September 2009

This position was for a company which specialized in architectural visualization.

- ❖ Built 3D models of architectural structures such as custom homes, mall kiosks, and apartment complexes.
- ❖ Built furnishings, fixtures, landscaping elements, and other items.
- ❖ Created renderings of still images and animated walk-throughs, and managed in-house render farm for various projects.

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SKILLS

Software:

Adobe CC: Photoshop, Illustrator, InDesign, Premiere, After Effects.

3D Studio Max, Afterburner, Vray, Mental Ray, Zbrush.

Hardware:

Proficient in both PC and Mac OS environments.

Experienced with Wacom, standard and large format printers, and 3D printing.

Related Skills:

Strong troubleshooting and problem solving aptitudes.

Experience in customer service, technical support, and training.

Online Portfolio:

www.jeremyjesusp.com