



JEREMY JESSUP

ONLINE PORTFOLIO : WWW.JEREMYJESSUP.COM/ARTWORK/

56120 E 288 Rd.
Afton, OK 74331
(623) 692-8784
jessup3d@gmail.com

EXPERIENCE

Society Awards, Grove, OK — Designer

May 2018 - Present

Primary responsibilities in this position include creating 3D renderings of award designs and preparing layout of text and company logos.

- ❖ Rendering of clear crystal on white backgrounds
- ❖ Creating models for 3D printing, cleaning printed models for production
- ❖ Visualizing designs which have been 3D etched into crystal
- ❖ Generate new design options for deal-toys
- ❖ Product photography for finished manufactured pieces

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 & procedures which cut project production times by more than 50%.
- ❖ Retouched thousands of images, including background removal & replacement, blemish removal, color correction and replacement, compositing, & image restoration.
- ❖ Designed imagery & 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, & designed spreadsheets for tracking usage status, geographical origin, & 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 & industrial designs through 2D photo editing & 3D renderings of both still images & animations.
- ❖ Designed & produced training, safety, and marketing videos (including scripting, filming, video editing, & voice over 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, & apartment complexes.
- ❖ Built furnishings, fixtures, landscaping elements, & other items.
- ❖ Created renderings of still images and animated walk-throughs, & managed in-house render farm for various projects.

SKILLS

Software:

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Adobe After Effects
- 3D Studio Max
- V-Ray
- ZBrush

Hardware:

Proficient in both PC and Mac OS environments.

- Wacom
- Standard & large format printers
- 3D Printers (FDM & SLA)

Related Skills:

Strong troubleshooting & problem solving aptitudes.

Additional experience in customer service, technical support, & providing training for company employees & end users.