

Jeff Jackman

Art Director / Concept Artist

jeffjackmanart.com

4orkast@gmail.com

artstation.com/jeffjackman

linkedin.com/in/jeffjackman/

SKILLS

- Concept Art
- Photoshop
- Maya
- Illustrator
- Xd
- Figma
- 2D animation
- Marmoset
- Premiere Pro
- 3D Coat
- Procreate
- Storyboard

EXPERIENCE

Muddy Robot Games | Art Director & Concept Artist **2023 - Present**

Directing & Concepting: Characters, Backgrounds, Props & More.

STYLIZED Game Co. | Concept Artist & Art Direction **2022 - Present**

Create character concepts, weapons & background art for a new game ip. Advising artists on the team as needed. Ui mockups. Game Logo. 3d blockout for in-game assets while teaming up with & helping to critique other artists along the way. An amazing 3rd person shooter in the works.

University of Utah | UI Artist (6 month Contract) **2022 - 2022**

Creating UI & aiding UX design for mobile devices aimed toward patients with traumatic injuries. A room controlling application used primarily with ipad, also compatible on all mobile devices.

Eleven Point 2 | Concept Artist & Art Direction **2021 - 2022**

Application focused on B2B market, NDA. Created a current game loop with a small team of developers. Characters & backgrounds, Ui mockups with some usable Ui buttons.

Studio 4orkast | Independent Contractor / Concept Artist **2020 - Present**

Building up my personal art studio. Working various art positions through networking & learning. Concept Artwork for a range of clients. Indie studio entrepreneur.

Parallel Plaid | Concept Artist **2017 - 2020**

Primary concept artist. Pitched visual styles. Stylized conceptual backgrounds, props & characters. Handling of hand painted texture maps. 3D props. Game testing & feedback. Critiques & paintovers with helpful insights.

GApp Lab | Art Direction | Concept Art | 3D | UI **2015 - 2017**

Concept artist & art lead on 4 projects. Worked with paper prototyping, texturing, 3D modeling & UI/UX. Art lead for 3 artists on an Emergency System app used by the U of U security team which actually affected the entire U of U campus emergency response time & abilities to oversee multiple buildings. Headed a small team of 3 to build an informative game about mice & the environment they directly affect here in Utah. The game is still played at the Natural History Museum of Utah today.

EDUCATION

University of Utah | Master of Entertainment Arts & Engineering

University of Utah | Bachelor of Film & Media Arts

SLCC | Associate of Science (Animation Emphasis)