

# JEFF JACKMAN

## CONCEPT ARTIST / Generalist

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### SKILLS

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- 2D Concept
- 3D Modeling
- Photoshop
- Illustrator
- Xd
- Maya
- 3D Coat
- Marmoset
- Premier Pro
- Unity
- Source Tree
- GitHub

### EXPERIENCE

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**NDA | Contract Concept Artist (3 Months)** June 2022 - August 2022  
Creating main characters, weapons and backgrounds for an exciting new ip.

**University of Utah | Contract Digital Artist (seasonal)** Dec 2021- (Ends) Jun 2022  
Creating a user interface for an established medical application. Designing and mocking up UI/UX for use with mobile devices aimed toward patients with traumatic injuries. Specifically a room controlling app used with ipad and mobile devices.

**4orkast | Independent Contractor / Concept Artist** 2020 - Present  
Client wrangling. Working art contract NFT projects, current contract Art director at undisclosed robotics B2B company. Character concept. Prop concept. Logo design. UI work. Indie art project - personal comic work in progress: Space Miners, first ever kickstarter and funded successfully 2021.

**Parallel Plaid | Concept Artist** 2017 - 2020  
Primary concept artist at the company. Stylized conceptual backgrounds, props and characters. Pitched visual styles, gave critiques & paintovers for teammates to provide helpful insights & feedback. Handling of texture maps with baking hand painted styles. Modeling 3D props. Pitched and created marketing imagery for game releases. Created thumbnails, storyboards, animatics & video editing for our in house marketing needs. Game testing & feedback. Constantly aiming to solve visual problems, always trying to make the art as best it can be.

**GApp Lab | Concept - 2D - 3D UI / UX** 2015 - 2017  
Concept artist and art lead for 4 main projects. Worked with paper prototyping, texturing, 3D modeling and 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 and abilities to oversee multiple buildings. Also - headed a small team of 3 to build an informative game about mice and the environment they directly affect here in Utah. The game is still played at the Natural History Museum of Utah today. Including a fun easter egg we added to the touch game. Mash the cow skull in the desert for crowned mice!

**Modern Display | Artist** 2012 - 2015  
Shop department. Abstract paintings for various events. Parade float fabrication. Problem solved new props using damaged or old materials. Welding and woodworking. Concept Art as needed.

### EDUCATION

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#### University of Utah

Masters of Entertainment Arts & Engineering 2017      BA Film & Media Arts 2015