

Jeff Jackman

SENIOR CONCEPT ARTIST

jeffjackmanart.com
4orkast@gmail.com
artstation.com/jeffjackman
linkedin.com/in/jeffjackman/

SKILLS

- Concept Art
- Photoshop (PS)
- Maya
- Ai
- Xd
- Procreate
- 3D Coat
- Marmoset
- Premier Pro
- Unity
- Unreal 5
- GitHub

EXPERIENCE

NDA | Indie Company | Contract Concept Artist & Art Direction **2022 - Present**

Create character concepts, weapons & background art for a new game ip. Advising artists on the team as needed. Logo final as well Ui mockups. Now 3d blockout for in game assets 1st pass.

University of Utah | Contract Digital Artist (Seasonal) **1/2022 - 6/2022**

Designing and mocking up UI for use with mobile devices aimed toward patients with traumatic injuries. A room controlling application used with ipad & mobile devices.

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

Application focused on the modern B2B market, currently the work is under NDA. Created current early game loop with a small team of developers. I handled characters, background and Ui (Ui mockups and some usable Ui buttons for in game.

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 different clients. Indie studio entrepreneur.

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

Primary concept artist at the company post graduation. Pitched visual styles. Stylized conceptual backgrounds, props and characters. Handling of texture maps with baking hand painted texture maps. Modeling 3D props. Pitched and created marketing imagery for game releases. Game testing & feedback. Gave critiques & paintovers for teammates to provide helpful insights & feedback. Constantly aiming to help solve visual problems.

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

Concept artist and art lead for 4 MVP 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. 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.

EDUCATION

University of Utah EAE Program C6

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

Associates of Science (SLCC 2012)