

JEFF JACKMAN

CONCEPT ARTIST / Generalist

jeffjackmanart.com
4orkast@gmail.com
artstation.com/jeffjackman
linkedin.com/in/jeffjackman/
801-616-9619

SKILLS

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

EXPERIENCE

University of Utah | Contract Digital Artist (seasonal) Dec 2021- (Ends) Jun 2022

Creating user interface for established medical application. "Smartroom controller" designing and mocking up UI 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

Designed hand drawn and digital concept images of backgrounds, props and characters. Pitched visual styles and gave critiques and paintovers for teammates to provide helpful insights and feedback. Handling of texture maps with baking hand painted styles. Modeling 3D props for in game use. Pitched and created marketing imagery for game releases. Created thumbnails, storyboards, animatics and video editing for our in house marketing needs. Game testing and feedback. Constantly aiming to solve visual problems and always pushing the bar of the art team's capabilities. Helping to drive team motivation and striving to inspire those around me.

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 of 3 other artists for 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

University of Utah

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