

Jeff R. Woodbury

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707.365.3246

SKILL SET

3D modeling & animation
Texture and lighting
Visual effects
Compositing
Video editing
Multimedia artist

EMPLOYMENT

WhiteClouds, Inc.
Ogden, UT

3D Artist/ Modeler
Aug. 2015 - May 2017

Create and engineer designs for medical, architectural, and entertainment for 3D printing for clients such as Autodesk, Disney, Marvel, INL, Intermountain Health, and the NFL. Lead designer for a 3D architecture model of a custom home, pool, and landscape that was featured on Ultimate Pools.

Wine Country Art & Frame
Napa, CA

The Artist's Corner Frame & Gallery
Vacaville, CA

Owner/General Manager
Mar. 1994 - Oct. 2013

Consulted with customers to design custom framing options for all types of artwork, textiles, photographs, and memorabilia. Created corporate graphics, cartoons, and other detailed branding images. Developed concepts and ideas for advertising and marketing materials. Performed all daily business operations, including staff supervision, quality and cost control, timely delivery and overall customer satisfaction. Developed budgets, forecasting and planning, inventory processes, and financial reports.

EDUCATION

Ex'pression College for Digital Arts
Emeryville, CA

BAS, Animation and Visual Effects
Salutatorian of graduating class

Napa Valley College
Napa, CA

AA, Social and Behavioral Sciences
AA, General Education

TECHNICAL APPLICATIONS

Adobe After Effects
Adobe Dreamweaver
Adobe Illustrator
Adobe Photoshop
Adobe Premiere Pro
Autodesk Maya
Autodesk Mudbox
Crazy Bump
e-on Vue 2016
Final Cut Pro
Microsoft Office
Pixologic Zbrush

PROJECTS

Homeless Homes Project

Volunteer March 2014 - Present
Developed and created company identity to effectively brand organization. Created, designed content and layout for website.

WhiteClouds, Inc.

3D Artist/ Modeler
January 27, 2016

Designer for the engineering and 3D printing of the arm brace worn by NFL player Thomas Davis in Superbowl 50. I designed the brace specifically to protect his injury and incision and also comply with the team doctors and NFL's strict rules. Completed within 8 hours of receiving a 3D scan of Mr. Davis's arm.

ITD Productions, Inc.

Visual FX Artist
Mar. 2015 - Dec. 2015
Nov. 2012 - Feb. 2013

Created compelling visual effects from conceptualization to implementation for individual scenes. Green screen, rotoscoping, created and animated introduction and effects for film. Composited each scene to meet directors vision. Credited on IMDb.

Mind Control Software, Inc.

3D Modeler, Texture & Lighting July 2010

Designed, modeled, textured and lit 3D scene to meet client's specifications for video game.

