



JENNIFER THOMPSON

3D Artist

OBJECTIVE

To both share and develop my skills as a 3D Artist in the film, game, and advertising industries.

SOFTWARE

Katana	Mari
Renderman	Zbrush
Arnold	Substance Designer
Nuke	Substance Painter
Maya	Adobe Photoshop

FILMOGRAPHY

Skyscraper (2018)
Lighting Artist

Aquaman (2018)
Lighting Artist

AWARDS

2016 Best Animation - "Flap"
-Reedy Reels Film Festival, SC

2013 UNCW All-Student Art Show
Wilmington, NC

2012 UNCW All-Student Art Show
Wilmington, NC

EDUCATION

Masters M.F.A. Digital Production Arts
Clemson University, 2017

Bachelors B.A. Studio Art
Minor Digital Art
UNC-Wilmington, 2013

WORK EXPERIENCE

- 2018 **Lighting Artist**
Moving Picture Company (MPC)
Vancouver, BC, Canada
October 2017 - present
- 2016 **3D Artist Intern**
South Carolina
Educational Television (SCETV)
Columbia, South Carolina
June 2016 - August 2016
- 2015 **Modeler/Surfacer**
DreamWorks - Clemson
Mentorship Program
June 2015 - August 2015
- 2014 **Video Production Intern**
AppleTree Institute
Washington, D.C.
January 2014 - June 2014

PERSONAL

Website <http://www.jennyt3d.com/>
LinkedIn <https://www.linkedin.com/in/jmthompson691/>

CONTACT

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IMDB

https://www.imdb.com/name/nm9663892/?ref_=ttfc_fc_cr385

