

# JASON BASKIN

## ARTIST / EDUCATOR

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### PROFESSIONAL EXPERIENCE

#### Freelance Artist - *Selected Credits*

1989 - present

- Created full body and facial auto-rigging MEL scripts for *Alien: Isolation* console game (SEGA/Creative Assembly)
- Created full character and prop rigs for multiple broadcast spots including Toys R' Us commercial campaign (LAIKA/House)
- Created pen and ink chapter book illustrations for *Ordinary Dogs, Extraordinary Friendships* (Graphic Arts Press, 2013)
- Created original online course content (Lynda.com, Rocky Mountain College of Art and Design, and Virtual Training Company)
- Created traditional and CG artwork and assets for Columbia Sportswear, Disney, Hasbro, Intel, Nike, and The Discovery Channel

#### The Art Institute of Portland - *Full-time Faculty*

July 2006 - Present

- Instructor for Intermediate and Advanced 3D Animation, 3D Modeling, Character Setup, and MEL Scripting
- Created Intro to 3D Animation and Advanced Rigging courses
- Spearheaded and directed the 3D Short Film Production classes

#### The Logic Factory - *Senior 3D Animator, Rigger, Character Modeler*

February 2001 - June 2006

- Modeled, rigged, and animated all 3D run-time characters for *Seeker* multi-player RPG
- Modeled various props and architectural elements
- UV mapped 3D models for texture artists

#### Mudpuppy Studios - *Senior 3D Animator*

August 2000 - December 2001

- Modeled, rigged, and animated 3D characters for Lego's Playhouse/Circus projects
- Worked with engineers to develop run-time 3D art pipeline for Xbox console development

#### ImageBuilder Software - *Senior 3D Artist*

November 1998 - August 2000

- Modeled, rigged, and animated characters for Disney, Tonka, and Crayola projects
- Worked with engineers to develop Maya export tools and MEL scripts for 3D framework
- Trained a group of 12 traditional artists in Maya

#### McGraw-Hill Home Interactive - *Lead 3D Artist*

February 1996 - January 1997

- Created 3D animations for *The Fennel's Figure Math* and *Dr. Sulfur's Night Lab* educational games
- Designed McGraw-Hill Home Interactive website, and low poly prototypes
- Supervised off-site design firm, managed media assets

### INDEPENDENT PROJECTS/AWARDS

#### Hillsboro Plein Air Event (2013) - *alla prima plein air and figurative oil painting*

- Honorable Mention for figurative quick sketch

#### Flakes (2004) - *original animated short film*

- Finalist - Third Screen Film Festival
- Shown on SprintTV's BlipTV network

#### Cubism (2001) - *original animated short film*

- Finalist in Spike and Mike's Sick and Twisted Festival, The Northwest Film and Video Festival, The New Orleans Film Festival, Platform Arts Festival
- Featured on ifilm.com front page (December, 2001), and in *3DWorld Magazine* (Issue #30)
- Viral on YouTube, viewed by millions

#### Bloke, Blake, Mike and Tina - *free character rigs*

- Maya characters have been used by tens of thousands of animators

### SOFTWARE/LANGUAGE FLUENCY

Maya, After Effects, Photoshop, Illustrator, MEL Scripting, HTML

### EDUCATION

BA in Comparative Literature, University of California at Berkeley (1992)

MFA in Illustration, Savannah College of Art and Design (2014)