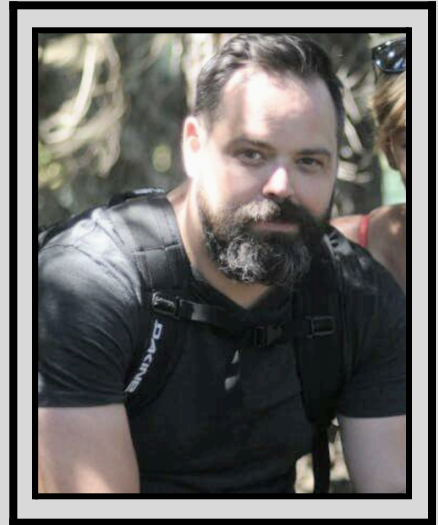



Jason Macza ~ 3D Generalist

Skills

Maya, Zbrush, Houdini, Unity, Substance Painter, Nuke, AE
Renderman, Vray, Clarisse, Experience as an Animator,

Macza1971@gmail.com



Paintings And Sculpture	3D Generalist	Demo 2024	LinkedIn
			

Film & TV Credits




- Argylle
- Disney Pinocchio
- Ben Hur
- Miss Peregrine's Home For Peculiar Children
- Ironman 01 (Pre-Viz)
- Supernatural


Education

Vancouver Film School *3D Certificate* ~ 2009 - 2010

- Alberta College Of Art And Design - *B.F.A.* ~ 2005 - 2009

Work Experience ~ 2010- 2024

Yarddog Self Employed	3D Generalist Freelance 2016 ~ 2022 and 2023 ~ <i>Current Date</i>
Responsibilities: 	<ul style="list-style-type: none"> • Developing artist studio practice. • Painting, Sculpting. • Freelance Modelling concepts from clients from concept work. (example) creatures, vehicles, and environments meet the challenges of the technical aspects of the work • Worked with client-side leads to stylistically integrate their ideas for the client's projects • Extrapolate art direction and vision: (example) design, architectural style, lighting, and graphics • Set up entire shots for extensions. tracking, some composites • Meet tight production deadlines and shot quota targets.
M.P.C. Montreal QC	3D Generalist / Environment / DMP 01/2022 ~ 12/2022
Responsibilities: 	<ul style="list-style-type: none"> • Advanced knowledge of modeling in Maya and texturing in Substance Painter, matte paintings Disney's Pinocchio, and Argyle, • Rendering in Katana, Renderman, Vray and Arnold. • Figure Skating scene, asset management, applying shaders, Rendering in Katana. • Develop and deliver photorealistic and stylized assets and DMP environments • Maintain the department's workflows and quality benchmarks. met tight production deadlines shot quota targets • worked closely with other artists on multiple tasks.
Scanline Vancouver B.C.	3D Generalist / Environment / DMP 09/2015 ~ 11/2016
Responsibilities: 	<ul style="list-style-type: none"> • Advanced knowledge of modelling in Maya. Custom shaders in 3d Max, and created assets for Miss Peregrine's Home For Peculiar Children (2016 film) and Ben-Hur (2016 film) • Textured assets for Ben-Hur and did the lighting, galk detail reference, Clarisse, and rendering for Miss Peregrine rendering in Vray in 3d max Texturing Roman ship assets in Mari. Modeling ship assets in 3D Max and Maya.

Supernatural Vancouver B.C	3D Generalist, Animation, Fume FX, 05/2010 ~ 06/2015
Responsibilities: 	<ul style="list-style-type: none"> • Advanced knowledge of modelling in Maya, custom shaders, camera tracking, and layout. rendering in Mental Ray and Vray. • Taking shots from the design stage through layout and development.. • Modelled, textured, and animated Leviathan Creature. • Smoke fx, burning demons. 3d DMP work/camera projection for tight deadlines. • Face replacement, 3d make-up, cover-ups. 3d set-extensions for quick 2-3 day turnarounds. • 3d blood and gore, 3d weapons and weapon FX. • Fur, rigging, and animation (Flying Monkeys). <p style="text-align: center;">Animation, Fume FX, Camera tracking, Asset management, VFX design, Texturing, lighting</p>

Teaching Experience	Awards
<ul style="list-style-type: none"> • 2021 Nutrien Wonderhub colour theory with artist project • 2021 Sk-Arts artists In Schools program. (basic animation course) 2021 Dundurn Army camp summer camp animation teacher • 1994 Mendel Art Gallery art teacher, • 2005 Vancouver Film School animation, part-time VFX teacher • 2004 Ai Arts Institute part-time VFX teacher • 1995-1997 Pagoda language school, Seoul Korea English teacher 	<ul style="list-style-type: none"> • Leo Award VFX (<i>Supernatural</i>) • Fort Lauderdale Film Fest, (Best Student Film) • People's Choice Award Sci-Fi 2010 - 2014 (<i>Supernatural</i>)