

JEREMIAH BALL

DIGITAL ARTIST

www.jeremiahball.com

INTRODUCTION

Professional digital artist with a strong understanding of hard surface 3D modeling and texturing to obtain the most photo-realistic and highest quality 3D renderings possible. I am also capable of producing highly detailed renderings of digital paintings, primarily environments. My military background has cultivated my drive to preform above and go the extra mile on my work while maintaining all deadlines.

SOFTWARE SKILLS

- Autodesk 3D Studio Max (3DS Max)
- Autodesk Maya
- Adobe Photoshop
- Adobe Premiere

PROFICIENCIES

- 3D Modeling
- 3D Animation
- Texture Creation
- Digital Illustration
- Photo Manipulation
- Design

EDUCATION

The Art Institute of Houston-North : Houston, TX
Bachelor of fine arts (BFA)
Media Arts & Animation
Graduation Date - September 2014

INTERNSHIP

Design Viz Group, LLC. - 7/2014-Present
3D Artist Intern - Houston, TX

- Interior lighting of Micro Center model
- Assisted in texture baking for use in Unity 3D
- 3DS Max, Mental Ray

FREELANCE WORK

US Army Recruiting

- Designed and painted a wall mural illustrating the soldiers creed

Squared Away Surplus

- Illustrations for use on t-shirts
- Re-design of logo

WORK HISTORY

United States Army - 3/2009-5/2011

Aircraft Powerplant Repairer - Fort Drum, NY

- Maintain engine assemblies and systems
- Diagnose and troubleshoot malfunctions
- Perform maintenance operational checks
- Use and maintain common/special tools
- Prepare requests for turn-ins and repair parts

Door Pro Systems / PAM Transportation - 2008

Truck Driver - Houston, TX - Tontitown, AR

- Maintain driver logs
- Inspect equipment and insure functionality
- Maintain a delivery schedule safely

GC Services LP - 2004-2007

Computer operator - Houston, TX

- Maintain high standards in the printing of letters to be sent out
- Keep logs of incoming and outgoing secure data tapes
- Pass along daily reports



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