



Jadan Duffin RESUME

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Reel: <http://www.jadan.net/jadanvfx2010.mov>

Objective

After realizing late in my professional career that visual effects was an important part of my life, I have been busy re-training myself in many aspects of the post workflow. I am transitioning into post production from the Home Video Market, where I created DVD menus, and DVD Games for clients like Harry Potter for Warner Bros. and Bolt for Disney. While learning the ins and outs of motion graphics for DVD & Blu-ray, I began to realize that Visual Effects was my true calling. Of the past 3 years I have made a strong push with many late nights to see it happen! Currently I am proficient with Nuke for compositing along with After Effects for motion graphics. My goal is to join the workforce as a compositor, and grow into more specialized areas, like set extension and matte painting.

The ideal working environment would include me as part of a team of creative artist, who are willing to push each other and go the extra mile to create the best work in their professional career.

Education

FXPHD.com - Taken six terms

Go to: <https://www.fxphd.com/verify> & use the certificate number: 5UDUBMBKHUALCLF

BACHELOR OF FINE ART, Class of 1999

Art Center College of Design, Pasadena, CA.

ILLUSTRATION, SKETCHING, PAINTING 1994 -1996

Art Center at Night, Pasadena, CA

ADVERTISING ILLUSTRATION, Summer 1993

Otis College of Design, Los Angeles, CA

Skills

Compositing:

Adobe After Effects, The Foundry's Nuke

Core Concepts:

- Rotoscoping - Stereoscopy - 2.5D
- Matchmoving - Camera Projections - Keying Luma/Chroma

Art Direction:

Excellent knowledge of visual communication, user experience and design basics.

Expertise in creating style guides and brand studies.

Enthusiastic about VFX; allowing me to better lead and inspire artist towards professional excellence.

Superior understanding of technical aspects, allowing me to create easy to produce products.

Production:

Full knowledge of the production processes for the following media:

- DVD menu systems
- Video Production

Making Pictures:

DSLR Filmography
Interior Photography

3D:

Matte Painting & Camera Projection

Modeling, animation & UV texture mapping using Nuke, 3dsMax & Maya

Digital Environments created in Vue

Experience

November 08 - November 09

LEAD DESIGNER -DELUXE DIGITAL STUDIOS

Created menu designs for various studios, and corporate identities for internal Deluxe Blu-ray projects, along with art directing/lead designs for Doremi movie trailer 30sec spot. These duties included pre-vis, animation fx and final compositing.

February 07 - November 08

SENIOR DESIGNER, ASSOCIATE ART DIRECTOR -SCOPE SEVEN INC.

Created menu/animation systems, for titles like CSI, and Harry Potter & Transformers. I worked closely with designers, production artist and 3D artist to produce some of the finest titles available in DVD games. Ass. Art Direction on Potter 2.

January 06 - February 07

MOTION & GRAPHIC DESIGNER -B1 MEDIA

Handled all aspects of graphic material for DVD board games. Including interface, layout, animation & print design.

May 03 - December 05

SENIOR TECHNOLOGY SPECIALIST / BUSINESS PRINTING SPECIALIST / GRAPHIC DESIGNER -FEDEX KINKO'S

Maintenance for operation hardware for three stores. Designed various collateral for small to mid-sized businesses.

November 01 - August 02

LEAD ART DIRECTOR - GRAPHIC & MOTION DESIGN -FMCG- FilmQuest Marketing Communications Group

Art directed and produced multimedia presentations, brand systems and print collateral for corporate accounts. Oversaw a team of four artist in the production and implementation of the established look created by myself.

October 00 - Present

FREELANCE DESIGNER -MEEMLE LABS INC.

Developed UI designs for iPhone, Android & BlackBerry App. I personally created the CSS and HTML for Mobile Web .

-STRANGE SCIENCE INC.

Created visual effects and color correction for online webisode series.

-INMOTION PICTURES

Created visual effects for Mandy Perkins music video.

-BINARY DIGITAL

Created promotional content for CD-ROMs & print work for Universal Pictures movie releases by working with the creative director for quick turn around projects. Other projects included the complete front end redesign of Virtual Premise online.