

JASON BASKIN

CHARACTER TD/RIGGER

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503.284.0484

PROFESSIONAL EXPERIENCE

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 Advanced Rigging course
- Spearheaded the Senior 3D Production classes

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

February 2002 - June 2006

- Modeled, rigged, and animated all 3D runtime 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 runtime 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

Videomation - *Multimedia Designer*

February 1995 - February 1996

- Directed and edited video production for Apple's *Knowing Your Macintosh* training CD-ROM
- Created 3D character animation for the Kaleida Labs ScriptX demonstration CD-ROM

Viacom's Computer Curriculum Corporation - *Senior Animator*

July 1991 - June 1994

- Directed a group of six in-house character animators
- Created traditional 2D character animations for Science and Reading software modules
- Designed 3D illustrations and animations for Math software modules

Freelance Artist

1989 - present

- Created 3D animations and assets for games and broadcast
- Clients include Comic House, Columbia Sportswear, Disney, Hasbro, Intel, Nike, and The Discovery Channel

INDEPENDENT PROJECTS

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)

Flakes (2004) - *original animated short film*

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

SOFTWARE/LANGUAGE FLUENCY

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

EDUCATION

B.A. in Comparative Literature, University of California at Berkeley (1992)