

Jansen McCord

3D Generalist

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I am a 3D artist with a generalist skillset and an emphasis on texturing and look development.

EDUCATION

2016 - 2019

University of Hertfordshire
BA (Hons) 3D Computer Animation
and Modelling

EMPLOYMENT


June 2019 -
Present

Freefolk
Generalist 

-Responsible for significant CG in long- & short-form projects

-Worked closely with other departments & clients

June 2018 -
August 2018

Framestore
Runner 

-Involved in:
Client hospitality
Miscellaneous running tasks

-Core member of running team for the summer

SKILLS

Software

Maya, Arnold, 3ds Max, ZBrush, Mari, Substance Painter, Photoshop, Nuke, After Effects, Houdini

Key Disciplines

Look Development, Texturing, Organic & Hard Surface Modelling

Additional Skills

Rigging, Animation, Layout

Languages

English: Native

French: Upper intermediate

Norwegian: Communication skills

INTERESTS

Linguistics & learning foreign languages; inline skating; all things CG!