



EXPERIENCE

2016-2017 **Everything EPIC Games**

Worked on creating Board Game tiles for Everything Epic's Coma Ward board game using 2D and 3D techniques involving 3d modeling, texturing, and lighting.

2015 **Buffalo Bills Scoreboard**

Created 3D art and a modeled and textured Bull train for stadium Scoreboard animation during third downs.

2015-present **Buffalo Game Space Modeler/Artist**

Helping community members with 3D projects ranging from all genres of video games, 3D Printing, and all other various forms of art.

2015-present **Board Game Development - Indie Game Alliance**

Working with board game developers creating art and illustration for board game designs and prototypes. Currently working on marketing personal project that involves Game Development members.

2014-present **Indaco - 3d Printing**

Involved in 3D printing projects for head busts likenesses.

2009-present **Onsite and Online Instructor at Academy Art University**

-Organic Modeling 1: Anatomy with ZBrush -Organic Modeling 2: Advanced ZBrush
-Games Character Modeling 1 -Modeling for Games 1
-Fundamentals of Texture and Lighting -Digital Sculpting for Games (ZBrush)
-Built several undergrad and Masters *online* courses for the school: Intro to 3D, Digital Sculpting (ZBrush), Environment Modeling, Character Modeling, Games Modeling, and Organic Modeling 2.
-Instructor for the art experience students from High Schools all over the country.

2011-2012 **Rocket Ninja**

Created weapon assets for facebook games.

2008-2009 **Environment Artist for Page 44 Studios**

Worked on Environment objects and Comic design elements for Hannah Montana's 'Rock Out the Show' PSP title and other games never published.

2009 **Ye Olde Inn Board Game Tiles**

Helped create game board tiles for Ye Olde Inn's website.

2008-2011 **3D Animation and Visual Effects Lab Technician at Academy Art University**

Aided and tutored students on various 2D and 3D applications such as Maya, ZBrush, and Photoshop.

2007-2009 **Character Modeler for Zombie Smith Productions**

Responsible for building the main character for the project using high and low poly geometry with displacement maps.

2006 **Internship at Visual Affects Productions**

Lead environment and prop Texture artist and assistant modeler for 'No Continues' video game character mockumentary. Project is based out of home and meet each week for collaboration.

- 2003 - 2010 **Storyboard Artist**
Worked with various Directors, students, and film personnel drawing quick storyboards for films, music videos, and commercials.
- 2005 - 2006 **Conceptual artist for BNUTZ Productions**
Responsible for the design and look of 'Valley of the Minotaur' animation short.
- 1998 - 2006 **Fantasy Role Playing Game Illustrator**
Responsible for creating and designing dozens of black and white illustrations for various role playing game books. Companies include *Emperor's Choice*, *Kenzer and Company*, and *Midland Adventures*.
- 1998 **Trading Cards Illustration, Marvel Comics**
Helped design and create trading cards for Marvel Comics assigned by the Joe Kubert School.
- 1996 **Caricature Artist, Six Flags Darlen Lakes Amusement Park**
Worked as a caricaturist at Kaman's art shop.

EDUCATION

- 2002 - 2006 **BA, Academy of Art University (AAU), San Francisco**, *Computer Modeling and Conceptual Art*
- 1995 - 1998 **3 Year Certificate, Joe Kubert School of Cartooning and Graphic Art, Dover New Jersey**, *Comic Book and Fantasy Illustration*
- 1992 - 1995 **AA, Niagara County Community College**, *Graphic Design and Fine Art*

PROGRAM SKILLS: ZBrush, Photoshop, Maya, Unreal Editor, After Effects, Painter, Illustrator, UV Layout, Crazy Bump, XNormal, Marmoset, Substance Painter, NDO, Basic Flash Animation, Basic Unity, Mudbox, Final Cut Pro, XBOX, PSP and PS3 platforms.

3D SKILLS: Environment and Character Modeling (low and high Poly), Re-topology for Games and Production, Legacy and PBR Texture workflows, Lighting and Rendering, Basic Rigging and Character Weighting, Basic Animation

ILLUSTRATION Media SKILLS: Acrylic, Oil, Dyes, Black and White Pen and Ink, Charcoal, Gouache, Digital (Photoshop and Painter), Perspective, Detailed Anatomy, Layout and Design, Character Design, Fantasy Art, Storyboard Art, 2D Animation, Board Game Design

Films, Games and Production

- 2012 **Unannounced and cancelled Game for Rocket Ninja**
- 2008 - 2009 *'Hannah Montana's Rock Out the Show' PSP game* - Modeler and Texture Artist (Page 44 Studios)
- 2006 - 2007 *'No Continues' Video Game Mockumentary* Texture Artist/Assistant Modeler (Visual Affects Productions)

Storyboard Art/Conceptual Art Jobs

- 2010 **Production Central - Gerber pitch with 3D storyboards**
- 2009 **Carol H Williams - Best Western pitch - Storyboard artist**
- 2009 *Page 44 Studios - Concept art for game pitches and ideas.*
- 2007 *Upward Rising Development "The Sit-down Man" - Storyboard artist*
- 2006 *Hierophant Media, Inc., "Violent Jake" - Storyboard artist*
- 2006 *Eighty Four Films LLC, "Teeth Grinder" animated short - Background artist*
- 2006 *Eighty Four Films LLC, "Budd Dwyer" Documentary - Storyboard artist/Courtroom Drawings*
- 2006 *Unannounced Music Video - Storyboard artist*
- 2006 *Valley of the Minotaur (still in pre-production) - Conceptual artist*
- 2005 *Vino Venue Wine commercial - Storyboard artist*

2005 *Eighty four films LLC, "Keg of the Dead" film - Storyboard artist*
2003 - 2009 *Various student film projects*

Published Books (Illustration)

2010	<i>Fight On #8</i>	The Grog
<i>credited on Grog website: http://www.legrog.org/biographies/jonathan-usiak</i>		
2005	<i>EndWar Arduin Grimoires Vol. IX</i>	Emperor's Choice
2004	<i>White Roc Inn</i>	Emperor's Choice
2004	<i>Legendary Lands of Arduin</i>	Emperor's Choice
2004	<i>Adventures in Midland</i>	Midland Adventures
2002	<i>Hacklopedia of Beasts Vol. 8</i>	Kenzer and Company
2001 - 2002	<i>HackJournals</i>	Kenzer and Company
2001	<i>Hackmaster's Game Guide</i>	Kenzer and Company