

2025 E Lexington Hills Dr
Sandy, UT 84092
801.201.7842
jon.a.payne@gmail.com

Jonathan Payne

Skills Summary

I am a 3D artist looking for work in the film, gaming, or motion graphics industry. I am very competent in the area of lighting, as well as pipeline, rendering, surfacing, and the other facets of 3d production. My backgrounds in photography and traditional art allow me to compose and light scenes with style and great attention to detail. I am a quick learner, hard worker, and a very determined individual. I adapt quickly and am a rigorous problem solver. I am confident that I will be an asset to any company, and that I will be able to accomplish any task asked of me with great results.

Experience

Biomedical Multimedia Artist
Infuse Medical 10/2008 – 01/2009
Lehi, UT

- Created 3D animation of knee balancing device for knee replacement for Synvasive medical device company
- Helped create motion graphics piece to demonstrate how a new device worked for medical device company Edwards Lifesciences

World Builder Intern
Avalanche Software/Disney Interactive 05/2008 – 08/2008
Provo, UT

- Modeled and textured props and buildings for levels
- Cleaned up geometry and remapped UV's for best processing and file size utilization
- Did final vertex lighting passes on 3 levels for the PlayStation 2 build, including the final level of the game.

Lead Lighter
Emmy Award winning BYU Animation short "Kites"
2007-2008

Provo, UT

- Helped try to further develop look and feel of the boy's bedroom scenes and also did exploratory lighting of the rooftop scenes.
- Created a light rig for the boy's bedroom scenes and simplified its

implementation using MEL script

- Did preliminary lighting on some shots in the boy's bedroom

Lighter

Emmy Award winning BYU Animation short "Pajama Gladiator"
2006-2007

Provo, UT

- Helped try to further develop look and feel of the Kitchen scenes and Arena scenes. Lit assigned Kitchen and Arena scenes, working within the pipeline and closely with the Director and Producer to achieve the desired look.
- Troubleshoot any rendering issues, and rendered out assigned lighting sequences in needed separate passes, ie color, occlusion, specular, shadow.

3D Artist

BYU Center for Instructional Design

05/2006-09/2007

Provo, UT

- Model, animate, texture, light, and render projects for teaching and instructional use, as well as various university projects.
- Lit, Textured, and render wrangled the interactive Virtual Physics Density/Buoyancy Lab, Circuitry Lab, and Optics Lab, to be published mid-2007.

Graphic Designer

BYU Center for Instructional Design

04/2005-05/2006

Provo, UT

- Created and designed splash/interface pages for university online courses and other necessary graphics for the online courses.
- Designed and animated characters in Macromedia Flash for various projects.

Education 2001–2009 Brigham Young University Provo, UT
▪ B.F.A. Animation major

**Programs
and
Languages** Maya, Mental Ray, RenderMan, Adobe After Effects, Photoshop,
Illustrator, Corel Painter, Flash, Dreamweaver, MEL Scripting,
RenderMan RSL, JAVA, HTML, CSS, Java Script

References Jared Fong
Pixar Animation Studios
Character TD
801.635.5213
jaredfong@gmail.com

Doug Rigby
Pixar Animation Studios
Shader TD Resident
801.735.5845
rigby.doug@gmail.com

Rob Allen
BYU Center for Instructional Design
Senior Production Designer
801.422.3060
rob_allen@byu.edu

Dan Haring
Nickelodeon Animation Studios
Lighting and Compositing Artist
801.885.3943
danharing@gmail.com