

JASON IRISH

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EMPLOYMENT

- Apr.11-Present **Nerd Corps Entertainment Inc:**
Senior Character Modeler: Monster High, animated series.
- Create full character models complete with rigging and face shapes.
- Jun.08-Apr.11 **Digital Pastry: Modeling Supervisor**
- Supervised the modeling and texture production.
 - Created high res models and skin textures to be sold in a virtual world.
- Oct.06-Present **Ice Cube Active: Modeler, Animator**
- Created instructional medical animations.
 - Modeling, animation, and compositing.
- Nov.03-Sep07 **Nerd Corps Entertainment Inc:**
Modeling Supervisor : The League of Super Evil, animated series.
- Supervised a team of modelers on an animated TV series production.
 - Full character modeling, texturing, rigging, and shapes.
 - Created standard character rig to be used throughout the production.
- Lead Modeler: Storm Hawks, animated series.*
- Created production ready characters, sets, vehicles and props.
- Lead Modeler: Power Rangers Promo*
- Supervising a team of modelers for a 3D animated TV promo.
 - Full character modeling, texturing, rigging, and shapes.
- Senior Character and Environment Modeler: Grunge McGee, Animated Short*
- Created production ready characters and sets
- Character and Environment Modeler, and Compositor.: Dragon Booster series*
- Created production ready characters, sets, vehicles and props.
 - Compositor and Layout Modeler on four episodes.
- Jun.06-July07 **Vancouver Film School: Photoshop Instructor for the 3D Animation program**
- Created lecture material and exercises
 - Taught students how to create textures from photos and how to paint them from scratch.
- Oct.06-Jan.07 **'Perfect Detonator' Short Film By Jay White: Character Modeler**
- Created production ready characters.
 - Developed new Character rigs, to mimic classical animation.
- Apr.06-May.06 **'Diablos' Music Video**
- Created character geometry and rigging.
- Aug.05-Sept.05 **Boca del Lupo theatre company, 'The Perfectionist'**
- Created character geometry and rigging.
- May 99-Aug.02 **Gibbs Gage Architects**
Architectural Technologist
- Worked in a team environment creating construction drawings on multi family high rise projects over 28 million dollars.
 - Project manager on residential projects over 1 million dollars.

EDUCATION

- July 05-aug. 05 **Oil painting classes with Jay Senetchko** www.senetchko.ca
- Oct. 02-Oct. 03 **Vancouver Film School**
Graduated with honors from the 3D Animation and Visual Effects Program.
- Sept. 02-Oct.02 **Vancouver Film School**
Drawing fundamentals program.
- Apr. 02-May.02 **Southern Alberta Institute of Technology**
3D Studio Max Level II.
- Sept. 97-Apr. 99 **Southern Alberta Institute of technology**
Graduated with a diploma from the Architectural Technologies program.

TECHNICALSKILLS

3D packages: Softimage, Maya, ZBrush, xNormal
Image and video editing: Photoshop, Premiere, After effects, Sony Vegas

REFERENCES

Available upon request.