

jonah hausmann

3D Artist / Generalist

267-670-1198

jonahhausmann.com

hausmannjonah74@gmail.com

EDUCATION

Savannah College of Art and Design

Technical Animation
2021 - 2024

McGill University

Marketing
2018 - 2020

SOFTWARE

Maya
ZBrush
Mari
Substance Painter
Marvelous Designer
Arnold
Redshift
Unreal Engine
Houdini
Speedtree
After Effects
Photoshop
Python+OSL

SKILLS

Modeling
Sculpting
Texturing
Look Dev
Lighting
Rigging
Layout
Illustration

ABOUT

A highly adaptable digital artist passionate about bringing concepts to life in 3D. Experienced in leading teams using a variety of different technical packages in both stylized and realistic workflows.

EXPERIENCE

3D Artist | Freelance

September 2024 - Present

Modeling, texturing, and rigging assets for production in commercial, animation, and visual effects.

Virtual Production Assistant | Film Hedge - SCAD Pro

March 2023 - June 2023

Modeled assets and lead environment pipeline for Unreal environment designed for use on LED volume.

Character Modeler | ATL Juneteenth Committee

January 2023 - March 2023

Worked with student team to develop characters for interactive displays at annual Juneteenth Festival in Atlanta.

PROJECTS

Lead Character Artist | *Fairy Play* - SCAD Graduate Thesis Film

March 2024 - June 2024

Modeled unique toy-like characters for thesis film focusing on representation of LGBTQ+ motifs through lighting

Lead Character Artist | *Yesterday* - SCAD Thesis Film

January 2024 - March 2024

Modeled three, unique, production-ready characters for short film. Lead development of hybrid clay shader for look development tests.

Environment Modeler | *Persimmon Red* - SCAD Thesis Film

January 2024 - March 2024

Used ZBrush and Speedtree to develop organic plants and architecture for Vietnam-inspired Unreal environment.