

JONAH HAUSMANN

3D Generalist

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🌐 www.jonahhausmann.com

EDUCATION

Savannah College of Art and Design

Technical Animation
2021 - 2024

McGill University

Marketing
2018 - 2020

SOFTWARE

Maya

ZBrush

Substance Painter

Mari

Marmoset Toolbag

Unreal Engine

Photoshop

Procreate

SKILLS

Modeling/Sculpting

Texturing/Look Dev

Lighting

Layout

Concept Development

ABOUT

3D artist skilled in a variety of different technical packages, passionate about crafting models, textures, and scenes with life and ingenuity.

EXPERIENCE

Virtual Production Assistant

FilmHedge

March 2023 - June 2023

Modeled assets for a realistic environment designed for use on XR stage. Led board development and research for apartment in Lagos, Nigeria. Collaborated on layout and staging using Unreal Engine and Perforce.

Character Artist

Juneteenth ATL

January 2023 - March 2023

Developed a stylized character for the 2023 Juneteenth festival. Met with project coordinators to match festival style/dance animations. Made adjustments according to riggers preferences and feedback.

Lead Character Modeler

Yesterday - SCAD Thesis Film

September 2023 - Present

Modeled four, unique, production-ready characters for zombie feature. Met weekly with director to ensure characters matched concept art. Led meetings with riggers and look dev artists to match modeling to 2D hybrid shading style.

Environment Modeler

Persimmon Red - SCAD Thesis Film

September 2023 - Present

Created models for 20th century Vietnam inspired abandoned village. Used ZBrush to develop realistically damaged props and architecture. Met with directors to ensure assets fit into film/vfx pipeline while adhering to Unreal Engine specifications.

