

JESSE JAMES OLIGER

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Artist and Animation Professional

Personal statement: I offer over 10 years of experience in production environments and a wide array of marketable skills that span multiple disciplines. From concept to execution, I have played an active role in nearly every facet of production. I possess an extremely strong work ethic and an even stronger passion for games! At the end of the day, my greatest concern is making sure you love the final product, and if you're happy, I'm happy. So let's get to it!

Technical skills:

Auto Desk Suite (3Ds Max, Maya, Backburner) Zbrush, Adobe Creative Suite (After Effects, Photoshop, Premiere, Audition), the Trapcode Suite (Particular, Shine, Form, Lux), Tortoise SVN, Perforce, Torque 3D engine, Hero engine, Unity, Face Gen, Rigging Techniques and basic Mel Scripting knowledge.

Experience

Bally Technologies/SHFL Entertainment, Las Vegas, NV
(2013 – 2014)

Animator/Art Generalist

Animated symbols, attract videos, game mode transitions, etc. for slot machines and other casino related gambling devices. Animation for these electronic game machines (EGMs) were mainly limited to flat 2D artwork and particle simulations, with some 3D work where applicable. Also assisted in the localization of numerous titles. Games released include *Yi Jing*, *The Blob*, *River Queen*, *Desert Ram*, and *iScore Baccarat*.

- Served as the main animator on *The Blob* project as well as the acting technical artist tasked with maintaining art files and providing the bridge between the art and the code. This required reacting quickly to code concerns and moving whole portions of the game into different directories to facilitate code development and enable numerous edits across multiple files.
- Hold a patent on the Chinese dragon celebration animations for *iScore Baccarat* as creator of the dragon model and rig, as well as the animations themselves.
- Created Halloween and Christmas themed animations for use in a local charitable organization's train ride attraction as part of their annual fundraisers for disabled children.

Garage Games, Las Vegas, NV
(2011 – 2013)

Senior Animator

In addition to Senior Animator, served as acting character rigger and later incorporated the duties of a technical artist implementing characters, animations and weapons into the Torque 3D engine. Frequently created advertisement videos and tradeshow reels for these content packs and the engine itself.

- Content packs released included *Future Soldier* and weapons, alien character and weapon pack, USMC character, and M16A4 weapon pack.
- Prototyped and built a universal rig for all weapons packs and applied animation retargeting to allow weapons to work with all incarnations of previously released characters in both 1st person and 3rd person.
- On the 3 Step Studio project, built a camera rig to quickly generate consistent $\frac{3}{4}$ orthographic renders of 3D characters for 2D sprite sheets. Animations were basic movement, attacking, and death motions.
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Experience (continued)

Instant Action, Las Vegas, NV
(2009 – 2010)

3D Artist/Animator

Held responsibility mostly surrounding abstract animation and marketing video production. Was selected to lend support to a few tech demos for the Torque 3D engine.

- Created unique background “vignette” animations (both 2D and 3D) and guitar game play animations for *Instant Jam Beta*.
- Prototyped 3D avatars and animations for use with *Instant Jam Beta*.
- Created custom background videos to pair with potential clients and major players in the music industry such as Lady Gaga, Justin Bieber, The Foo Fighters and Motorhead.

Vicarious Visions, Albany, NY
(2009)

Contract Animator

Assisted the engine driven cut scenes (EDC) team, tasked with finishing all outstanding scenes in order to meet their deadline. Animated numerous Marvel characters and assisted with engine implementation.

- Worked on AAA title *Marvel Ultimate Alliance II*.
- For the Chemical Plant Green Goblin intro scene, demonstrated creativity by adding a series of constraints to the character rig in order to lend weight and believability to Gobby's Glider.
- Improvised a number of shots due to a lack of scene-specific motion capture. Pieced together animation sequences from other motion capture clips to create final animations for the game using Biped and the motion mixer.
- Was responsible for both story arc's ending scenes as well as the last scene in the game. Due to time constraints near the end of development and a tight deadline, worked through the weekend and finished the ending cinematic 4 days after receiving the assignment.

Simutronics, Saint Charles, MO
(2005 – 2009)

3D Animator

Ran the gamut of responsibilities on the *Hero's Journey* project, from concept art to prop guy, weapon artist, character/creature creation, rigging, animation, and even particle spell FX and some light scripting. Performed a number of character and creature-related tasks as well as tested animation systems and provided feedback for the *Hero Engine* developers.

- Helped tailor the *Hero Engine's* animation system with feedback from an animator's perspective.
- Built, tested and implemented numerous creatures and their animations/FX into the game.

Professional Development

Savannah College of Art and Design, Savannah, GA
B.F.A. Sequential Art, and B.F.A. Computer Art