Jesse Woodward

Menomonie, WI
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EDUCATION

Academy of Art University San Francisco, California
Master of Fine Arts in Animation & Visual Effects with a Concentration in 3D Animation

Clarkson University Potsdam, New York
Bachelor of Science in Communication with a Concentration in Digital Art

TEACHING EXPERIENCE

University of Wisconsin Stout - Entertainment Design - Animation Lecturer, 2017 - Present
 Teaching various animation courses in the Entertainment Design program.
 Spring 2020: Granted approval as a graduate faculty member.

University of Wisconsin Stout - STEAM Summer Camp 2018, 2019, 2020
 Lecturer for a week-long summer camp for 3D animation using Autodesk Maya.

Brockport High School – Teaching Assistant, January 2015
 Volunteering to lecture and TA a computer art class during my winter break.
 Taught the basics of Autodesk Maya: Interface, 3D Modeling, Textures & Materials, and Animation.

Clarkson University – Teaching Assistant, 2010 - 2011
 Teaching Assistant for Video Production 1 & an Audio Production Lab (in a recording studio).

Clarkson University – Software Workshop, 2010 - 2011
 On campus workshops for both Adobe Premiere and Autodesk Maya (Video Editing & Animation Basics).

AWARDS / FELLOWSHIPS / SCHOLARSHIPS

"Sonder" – Animated short film by SOBA Productions - 2018
Awards: Best Animation at the California Independent Film Festival,
          Best Animated Short at the California International Shorts Festival, US,
          Best Animation Short & Best Picture at the Los Angeles Independent Film Festival Awards
          Best Animation (Audience Choice Award) at the Siouxland Film Festival, US
Nominations:
          Best Animation at the Canberra Short Film Festival

"Star Trek Renegades" – TV series: Pilot Episode – 2016
          Best Special & Visual Effects at the Independent Star Trek Fan Film Awards (presented by Treklanta).

The Academy of Art University Summer Portfolio Scholarship – Fall 2012
 MFA Incoming Student Scholarship. A portfolio submission was required for this scholarship. August 2012

ANIMATION EXPERIENCE & OTHER RELATED WORK

CGI 3D Generalist
Untitled Science Fiction Fantasy Movie (2020)
Director: Star Trek's Tim Russ & Producer: Star Trek's Jon Macht
(March 2020 – Present)

Director / Producer
Aurora Bell Tower Studios
Developing an animated short film called, "Glow", using Autodesk Maya and the Unreal Game Engine (for Real-time rendering).
https://www.facebook.com/GlowShortFilm
(August 2019 – Present)

Owner / Partner
Critical Frame LLC
Startup business for an animation online platform.
http://criticalframe.co/ || https://www.facebook.com/CriticalFrame
(Dec. 2019 – Present)

Assembly Team Member
SOBA Productions
Working with SOBA Productions on an animated short, "Sonder", using Maya and the Unity Game Engine (for Real-time rendering). I am working to help export assets (models, props, animation, etc.) to be used in Unity for final render.
http://www.sondershortfilm.com/
(March 2017 – May 2018)

3D Animator / Game Animation
CrazyWeasel Game Studios
Animated for a game called, "The Darkening" made with the Unity Game Engine. "The Darkening" will be released early 2017 on Steam.
http://cwgstudios.com/
(Sept. 2016 – May 2017)

Art Director
CrazyWeasel Game Studios
Responsible for the quality of art incorporated in the video games production. Theme, continuity, story, concept, design, etc..
Working Remotely.
(Jan. 2013 – May 2017)

3D Character Animator
Guartemala Studios & StudioX (AAU)
Animated for the short film, "Sweet Friendship". I worked remotely using Shotgun Studio software for uploading animation, transferring files, critiques, and notes.
The short film will release in Spring 2017.
https://www.facebook.com/Sweet-Friendship-1734525826782922/
(July 2016 – Dec. 2016)

Digital Artist / 3D Animator
Atomic Studios & Skyway Productions
Animated for the online TV Series, "Star Trek Renegades".
(Series changed their name to "Renegades: The Series")
http://startrekrenegades.com/
(Oct. 2014 – Aug. 2015)

Director, Producer, Lead Animator
Academy of Art University
"Escaping the Shadows", Short Film
(2013-2016)

DIGITAL EXPEREINCE

3D Software: Autodesk Maya
(Used in the past: 3DS Max, Mudbox, 3D Rhino, MotionBuilder)

Motion Capture: Vicon Shogun Live & Vicon Shogun Post

Game Engines: Unity Game Engine, Unreal Game Engine (Some Experience)

Artistic & Media Software: Adobe Suite: Photoshop, Illustrator, Animate
Premiere, After Effects, InDesign, Audition; Storyboarder, Harmony Toonboom,

Office Software: Microsoft Office: Word, PowerPoint, Excel, Outlook, Teams; Slack, Canvas, Conductor: Cloud Rendering, Autodesk Shotgun

OTHER EXPERIENCE

-Graduate Assistant Advisor for the UW-Stout Motion Capture System
-Faculty Advisor of Tea Time Animation Club (UW-Stout Chapter)
-Member of the Tea Time Animation Club (Academy of Art University)
-Member of the Film Club for Animators (Academy of Art University)
-Attended CTN Expo (Creative Talent Network) and GDC (Game Developers Conference).
-Director and Member of the Art U Drumline (Academy of Art University)
-Experience with Motion Capture equipment and software (Vicon) (2012).
-Used Digital Tutors (digitaltutors.com) for 3D animation and rigging.
-Experience with digital pen tablets for such applications like Photoshop and Corel Painter.
-Experience with DSLR filming and photography.
-Experience with filming techniques and editing.
-Experience with digital photography and editing.
-E-Board member of Jazz Band at Clarkson University (2009-2010)
-Knowledge of music and sound editing. Experience with professional recording equipment.
-On-campus Radio Show at WTSC 91.1 FM, "The What Up Show" for 3 years.
-E-board member of WTSC 91.1 FM Clarkson University Radio, Production Manager (2011-2012)
-Experience with instrumental percussion in grade school and in college.
-Member of Dead Signal, On-campus Band, Drummer