**Jeffrey McCumber**

**www.jeffreymccumber.weebly.com**

**jeffreymccumber@gmail.com**

**909-300-2966 – Direct**

**Software:**  Adobe CC (Photoshop, Illustrator, After Effects, In-Design, Flash) & Autodesk Maya

**Skills:**  **2D** - Life Drawing: Anatomy and Gesture, Digital Painting, Character Design, Flash Animation, Compositing, Editing, and Motion Graphics

**3D** - Cameras, Animation, Rendering, Modeling (Props, Vehicle and Characters), and texturing in Autodesk Maya, Working knowledge of Dynamics, Particle Simulation, and Rigging in Autodesk Maya.

**Professional Work Experience:**

**FNX - Television Studio** 06/13 – 06/15

*Interim Art Director*

* Conceptualized and development of motion graphics
* Established internship program and manage workflow
* Lead small devoted team of artists, web-developers and interns
* Work one-on-one with project directors for development of on-air graphics
* Animate and Manipulate assets using Adobe After Effects, Flash and Autodesk Maya

**FNX - Television Studio** 07/12 – 06/13

*Motion Graphics Artist*

* Conceptualized and developed motion graphics for lower thirds, fillers, and interstitials
* Developed concepts and assets in Adobe Photoshop, Flash, and Autodesk Maya
* Animated and Manipulated assets using Adobe After Effects, Flash and Autodesk Maya

**The Art Institute of Inland Empire** 10/09 – 06/12

*Tutor*

* Tutoring in various academic subjects including: 3D Character Animation, Environment Modeling, Vehicle Modeling, Character Modeling, Flash Animation, Digital Painting, Life Drawing and Gesture.
* Tutoring students in computer software programs: Adobe Photoshop, Illustrator, After Effects, Flash, Autodesk Maya 2012, and Pixologic ZBrush 4.

**FNX - Television Studio** 04/12 – 05/12

*Motion Graphics Intern*

* Conceptualized and developed motion graphics for lower thirds, fillers, and interstitials
* Developed concepts and assets in Adobe Photoshop
* Animated and Manipulated assets using Adobe After Effects

**Angry Jeff Productions** 01/12 – 06/12

*Director, Writer, Character Designer, Character Modeler, Texture Artist, Animator*

* Conceptualized, developed, and wrote core story ideas
* Scripted and roughed out storyboards for scene preparation
* Created character concepts, designs, and final models in Maya 2012
* Collaborated with other animators in creation of Pre-viz
* Textured environments using Photoshop and ZBrush
* Animated characters and developed blend shapes in Maya
* Worked with team on editing and compositing final video

**Brown Studio Signs** 01/08 – 06/09

*Graphic Designer and Assistant Sign Maker*

* Designed, created, and installed advertisement signs for local businesses
* Used digital and traditional forms of design and print making

**Aftermarket Insurance Marketing** 01/97– 09/01& 09/03 – 12/07

*Graphic Designer and Computer Technician*

* Designed “From the Desk of…” sheets for Agents featuring logos of affiliated companies
* Reworked company logos in Adobe Illustrator for professional print quality
* Compiled and designed monthly newsletter in Adobe InDesign
* Installed and maintained computer hardware, software, and local area network
* Managed incoming and outgoing shipments with UPS

**Nintendo of America**  06/01 – 03/03

*Game Tester*

* Tested various videogame titles in preparation for release
* Collaborated with a large, devoted team
* Prepared descriptive type-up sheets defining in-game problems

**Team 4 Tons Productions** 09/02 – 12/02

*Game Designer and Programmer*

* Researched and conceptualized core game concepts
* Collaborated with small, devoted team on GDD and TDD
* Programmed game menus using C++
* Collaborated with lead artist on concept art and in game art
* Created skeletal system for animation on all characters

**Work Experience:**

**The Art Institute of Inland Empire** 11/06 – 06/12

*Figure Model*

* Executed and maintained a range of physical poses in a college classroom
* Experimented with ideas researched from art history, film, anatomy, and fitness arts and endured the challenging results
* Developed and maintained a strong physique and a professional attitude towards both students and instructors
* Marketed to local colleges and maintained a clientele including: The Art Institute of Inland Empire, Riverside Community College, and Cal State San Bernardino

**Education and Training:**

**The Academy of Art University** 09/14 – Current

MFA – Visual Development

**The Art Institute of California - Inland Empire** 06/09 – 06/12

Bachelors of Science – Media Arts and Animation

- *Graduated with Highest Honors*

- *Best of Quarter Award in: 3D Visual Effects and Comparative Anatomy*

*-President of the Life Drawing Club from Fall of 2010 to Winter of 2011*

**Riverside Community College** 06/06 – 06/08

Rouge Scholar

- *Course focus in Psychology, Physical Fitness, and Philosophy*

**Watts Atelier of the Arts** 08/03 – 03/04

*Atelier Style figure drawing courses*

**Digipen Institute of Technology** 09/00 – 12/01

*Computer Science Classes with a focus in Game Programming*

**San Bernardino Valley College** 02/06 – 05/06

- *2006 – Classes focused in Fine Arts*