Jimmy Robles

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OBJECTIVE   To provide my experience, creative, and artistic abilities in a fast-paced environment with potential to learn and grow.

WORK EXPERIENCE

3D Artist (March 2024 – May 2024)
Palooza Entertainment
- Modeling logo and props for series called Armorsaurs own by MGA
- Modeling weapons for main characters

Lead Environment Artist (February 2019- April 2023)
DreamWorks Animation Television Studio
- Building initial assets to set quality standards for the show
- Review and note environments and set elements for overseas to model, UV, and rig
- Collaborate with supervisors and other leads to develop pipeline and processes
- Provide CG HUB team and supervisor feedback on day-to-day tasks
- Troubleshoot and provide feedback on how to address issues
- Ensure high quality asset work within the pipeline and schedule
- Worked on the following television series: Kung Fu Panda Dragon Knights, Jurassic Park: Camp Cretaceous and Jurassic World: Chaos Theory.
- Look development Artist for Curses television series.

Asset Supervisor (August 2015 – February 2019)
Nickelodeon Animation Studios
- Supervise overseas asset creation for CG environments and props on Shimmer and Shine
- Manage, support, and supervise all aspects of asset creation which include modelling and texturing
- Collaborate with the art director, VFX supervisor, and production to ensure every asset is of high quality according to creative and technical notes and delivered on schedule
- Create set layout and animation tests for reference for overseas studio
- Participate in design and storyboard meetings and provide feedback for feasibility of assets

Lead Environment Artist (February 2014 – August 2015)
Nickelodeon Animation Studios
- Lead a team of in-house artists and overseas studios to create high quality environments on an Emmy nominated preschool show, Wallykazam
- Supervise internal asset creation for CG environments and props
- Assist in the training of in-house artists and overseas studios for aesthetics and pipeline process
- Noting assets for overseas to model or rig props and environments to meet show requirements
- Modeling, UV layout, and rigging
- Collaborate with Supervising Producer, Art Director, CG Supervising Director, VFX Artist, and CG Asset Team to create high quality CG environments
- Work with production teams to manage resources, schedules, and deadlines
- Troubleshoot when environments are not working properly
- Participate in design and storyboard meetings and provide feedback for feasibility of assets

Generalist (May 2012- February 2014)
Nickelodeon Animation Studios
- Modeling, UV layout, and rigging assets as part of a CG hub called the core team
- Work on several shows, which included CG and hybrids of 2D and CG: Legend of KORRA, Breadwinners, Tuff Puppy, and internal shorts
- Work closely with supervisors to obtain the right aesthetic for each distinctive show

Environment Artist (May 2011-May 2012)
Nickelodeon Animation Studios
- Review overseas assets and make adjustments as needed for the show Robot and Monster
- Create layouts for environments to work with studio pipeline
- Rigging environments
- UV assets and organize UV shells for texture artist

Asset Finaler (October 2008- May 2011)
Nickelodeon Animation Studios
- Finalize assets before entering the animation pipeline
- Check all assets for consistency of naming conventions, node hierarchies, file directory hierarchy, and a QC pass on all rigged items
- Export "Shaders" from texture files and integrated them into final rigged assets
- Assist the CG Supervisor and Texture Supervisor with daily tasks
- Troubleshoot assets to identify problems with files
- Render all props and environments to look for discrepancies

Animator and Final Layout Artist for Game Cinematic (May 2008-August 2008)
Technicolor Interactive Studios
- Responsible for in-game realistic animation in Maya and XSI
- Clean motion capture and final layout using MotionBuilder

Quality Assurance Game Tester (February 2008-May 2008)
Disney Interactive Studios
- Responsible for testing new titles in PS2 console
- Identify and report defects to affecting game-play

EDUCATION	**Bachelor of Arts in Art,** Character Animation Concentration	
	California State University, Northridge (*May. 2006*)	

TECHNICAL	Maya	Adobe After Effects	Adobe Photoshop
SKILLS	ZBrush	SpeedTree	PC
	ShotGrid	MotionBuilder	MAC
	Blender	Microsoft office	UE5

Reference

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