



Jerron Chuck

📍 Malden, MA 02148 📞 (912)306-6277 ✉ jerronchuck14@gmail.com

WEBSITES, PORTFOLIOS, PROFILES

- jerronchuck1994.wixsite.com
- artstation.com/jerronchuck
- linkedin.com/in/jerron-chuck

PROFESSIONAL SUMMARY

As a Trinidadian digital artist, I specialize in video game prototypes and development, as well as computer visual effects for film. Over the years, I have gained extensive experience in both fields and became highly proficient in both.

SKILLS

Software

- Maya
- Zbrush
- Sidefx Houdini
- Unreal Engine
- Unity Engine
- Coding Language "Python"
- Coding Language "Java Script"
- Coding Language "Mel"
- Coding Language "Vex"
- Substance Painter
- Substance Designer
- Keyshot
- Perforce
- Marmoset Toobag
- Redshift Renderer
- Arnold Renderer
- Pixar's Renderman
- Adobe Photoshop
- The Foundry Nuke

WORK HISTORY

ASSOCIATE ENVIRONMENT ARTIST

09/2021 to CURRENT

High Moon Studios | Carlsbad, CA

Creating environments for the Call Of Duty Franchise

- Optimized game performance and loading times for various platforms to enhance user experience.
- Collaborated with game designers, artists and testers to ensure quality product delivery.
- Prioritized tasks and carefully managed time to consistently meet delivery dates.
- Created 3D models, as well as texture models
- Layout Design
- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.
- Followed specifications and technical limitations when designing to meet established design and gameplay objectives.

VISUAL EFFECTS

10/2021 to 02/2022

Ingenuity Studios | Los Angeles, CA

- Simulated behaviors of objects by developing models.
- Created artistic designs for technical personnel to use in final effects.
- create set extension for their asset Library
- R&D software "side effects houdini"

UNREAL GENERALIST

01/2021 to 07/2021

Ingenuity Studios | Los Angeles

Maroon 5 : Beautiful Mistakes

- Design and create shots in Unreal Engine 4 from script
- optimize scene so that it can run on a XR stage
- setup stage for Talent
- Trouble shoot problems
- 3D custom assets for scene
- create technical lightning for the scenes
- work close with both Talent and CG/Compositing team

History Channel- Great Escapes with Morgan Freeman(8 part episode series)

- Design and create shots in Unreal Engine 4 from script
- optimize scene to be used on a green screen
- setup stage for Talent
- Trouble shoot problems
- 3D custom assets for scenes
- create technical lightning for the scene
- work close with both Talent and CG/Compositing team
- Created Render setups for scenes
- match shots based on real locations
- create modular kit sets for faster workflow

TECHNICAL 3D ARTIST

06/2020 to 01/2021

Games For Love | Lynnwood, WA

Volunteered to help create fun and enjoyable games for children.

- Advanced designs from concept toward implementation by creating mock-ups for review.
- Created artistic designs for technical personnel to use in final effects.
- Create a pipeline between Unity and side effects houdini
- optimize levels to be run in VR and mobile devices
- R&D procedural techniques for randomized outcomes in levels
- set dressed levels as well as create custom assets
- Created sequences under tight deadlines and seamlessly integrated with other components.
- Conducted modeling and texture optimization for real-time 3D game applications.

ANIMATOR

06/2016 to 09/2018

Full Circle Animation | Trinidad & Tobago

"Geronimo Stallion" (S3,ep 25)

- Collaborated with other animators to create coherent images within scenes.
- Developed storyboards outlining animation plans.
- Built upon existing character animation to develop new stories.
- Implemented variables such as anticipation and impact for model development.

"HBO Animals" (S3,ep 1&2)

- Collaborated with other animators to create coherent images within scenes.
- Developed storyboards outlining animation plans.
- Built upon existing character animation to develop new stories.
- Implemented variables such as anticipation and impact for model development.
- Combined technical and artistic abilities to accomplish challenging animation objectives.

EDUCATION

Bachelor of Arts | Visual Effects

05/2020

Savannah College of Art And Design, Savannah, GA

- Honoree of [Summa Cum Laude]
- Nomination [Valedictorian]
- Dean's List [2017-2020]
- [Academic Honors Scholarship] Scholarship Recipient
- [SCAD Achievement Honor Scholarship] Scholarship Recipient
- [3.94] GPA

Associate of Arts | Computer Animation

05/2016

University of Trinidad And Tobago, Trinidad And Tobago

- 3.75 GPA

AWARDS

The Rookies Award

- Final Daft Selection 2020 & 2022
- Excellence Award