

Jeremiah Washburn

Raleigh-Durham, NC
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(919) 949-5991

3D artist experienced with environments, effects, & shaders

Work Experience

Principal Artist and Co-founder

Grumpy Pixel - Raleigh-Durham, NC
January 2019 to Present

- Start-up company focusing on the development of software for the game and entertainment industries.
- Responsible for all aspects of art in our first project to date, including models, animation, visual effects, sound, and UI. Utilizing the Unity engine for development, with Unreal Engine 4 under consideration for current and future projects.

Art Director

Imangi Studios - Raleigh, NC
January 2014 to November 2017

- Managed 8 in-house artists, outsource houses and contractors during the creation of multiple environments for 'Temple Run 2'.
- Directed look of characters, environments, and UI.
- Acted as Lighting artist and Technical artist for the environments of 'Temple Run 2'.
- Lead the creation of 'Temple Run VR' with 2 additional artists and 3 programmers.

Senior Technical Artist

Red Storm Entertainment - Cary, NC
August 2011 to January 2014

- Senior Technical Artist, FX artist – 'RockSmith 2014' (Xbox360, PS3, PC, MAC Pub. 11-2013)
 - Technical Director – 'Ghost Recon Future Soldier' DLC 1, 2 (Xbox360, PS3, PC Pub. 11-20-12)
 - Technical Director – 'Ghost Recon Future Soldier' (Xbox360, PS3, PC Pub.11-20-12)
- Level Optimization, Shader creation, FX Creation, Character setup, Weapon attachment systems.

Senior Technical Artist

Junction Point / Disney Interactive Studios - Austin, TX
July 2010 to August 2011

- Senior Technical Artist - 'Epic Mickey 2' (Xbox360, PS3, WiiU, Wii) Published 11-20-12)
 - Technical Artist - 'Epic Mickey' (Wii, Published 11-30-10)
- Level Optimization, Shader creation, FX setup, and optimization.

Creative Director

Emergent Game Technologies - Chapel Hill, NC
September 2001 to June 2010

- Creative Director responsible for Gamebryo's demonstrations of game technology. Worked tightly with the entire technology team to come up with proper demonstrations, stress-tests, and tools for newly developed graphics technologies.

- Creative Director for 'WarMachine', 'Forbidden Terror', 'Metal Wars', 'Lenguins on Ice', and numerous other displays of technology.
- Created original Lenguins IP and gameplay.

Lead Artist

Vicious Cycle Software - Morrisville, NC
October 1999 to September 2001

- Lead Artist - 'Robotech-BattleCry' (PS2, GameCube, Xbox, Published 9-24-02)
Maintained weekly schedules and distributed tasks for artists.
Acted as technical adviser to the art staff and art liaison to programming staff.
Organized production and setup of levels.
Helped prototype and design level editor.
Principle character modeler and fx artist.

Education

Bachelor in Fine Arts / 3d Computer Graphics
Massachusetts College of Art - Boston, MA

Skills

Unity, UE4, 3dsMax, Maya, Zbrush, Substance Painter & Designer, Photoshop, Adobe Suite, HLSL, WebGL, Python (PyMEL), Perforce, Scrum and agile development

Portfolio

<http://www.Spicywasabi.com>

Additional

2011 East Coast Game Conference - Presented Lecture: "Special Effects on the Wii Using R3MT Shaders"
2010 Triangle Game Conference - Presented Lecture: "Practical Direct 3D 11 Tessellation"
2004 to 2009 - Delivered Training - Beijing China, Seoul Korea & various locations in the States
2002, 2004, 2006, 2008 - Attendance at Siggraph
2002, 2003, 2005, 2007, 2014, 2015, 2018 - Attendance at G.D.C.