Jainai Jeffries
fydbac@gmail.com
(831) 428-2302
http://fydbac.com

E D U C A T I O N

9/2006 – 5/2008: *School of Visual Arts* - New York, NY
-MFA Computer Arts

9/2001 - 6/2006: *University of California Santa Cruz* - Santa Cruz, CA
-BA in Art
-Minor in East Asian Studies: Japanese

8/2004 - 8/2005: *Sophia University* - Tokyo, Japan
-Education Abroad Program

P R O F E S S I O N A L

Concept Art House: *Freelance Concept Artist [October 2008 – Present]*
- Contributed orthos and illustrative sketches to clients such as; Command and Conquer, World of Warcraft, Paizo publishing, and more.
- Character designer for internal project; a fantasy novel/game

Luminous-Arts: *Freelance Concept Artist [June 2008 – July 2008]*
- Designed building and environment for Ridemakerz project
- Created conceptual sketches for Ridemaker Avatars
- Sketched costume designs for 'The L Word' online project

Optic Flavor: *KR Project* [May 2008|
- Designed a few side characters
- Created Movie poster using drawings and colored in Photoshop

PixelPlum: *Environment Designer, Illustrator* [April 2008]
-Designed and illustrated a futuristic home based on sketches from client, Getty Images.

Petrol Advertisement: *Internship* [Aug. 2007]
- Worked on improving poster advertisement for the project 'Uncharted'
- Painted foliage and airbrushed over existing image models.
- Altered composition and lighting on castle model.

Big Huge Games: *Freelance Artist* [Summer 2007]
- Designed and created various icons for 'Age of Empires III'

Leviticus Cross: *Character Designer* [Summer 2007]
- Design various characters (noble class, warriors, merchants, etc.) for the world of Leviticus cross.
- Design the fashion, weaponry and armory

Terran Trade Authority project: *Freelance Illustrator* [2006 - 2007]
- Produced illustrations of the Terran, Alphan, and Proxi species as an anthropologist studying their culture.
- Designed their cultures fashion for everything from everyday to formal wear.
- Created illustrations to show the viewer how they differ between the various races within their species as well as from their alien counterparts.

Galaxy 61: *Internship* [Winter 2006]
- I touched up various illustrations for animation project: made sure all images were clean and laid out properly, as well has touch up on parts of the images which were cut off from the initial scan.

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- Modeled 3d spacecrafts to include in remodeling of website.
-Created a toon sky (Illustrator CS) and a life-like sky (Photoshop 7) to be added to the background of the remodeled website.
-Created toy models (Poser) to be used in the train set themed website: also created original textures to be used in a few of the walking models.

P R O J E C T S

Cloud Keys – Thesis Project – School of Visual Arts – 2007-2008 [will be posted online soon]
- Three different worlds featuring a collection of concept designs: characters, weapons, and environments.
- Each world is based on a different style and story: Kakoil - Priate gods, Soquil - Hip-Hop Renaissance, Zumimono – Tattoo inspired creatures

Shift – 2d platform game – 2006
-The animator and designer for the game, who was in charge of character design and animation, background design, and effects.

R E F E R E N C E

Greg Lambrakis – Art Director
Company : Luminous-Arts
Relationship : Supervisor
Phone : (917) 583-2677
Email : greg@luminous-arts.com
Associated projects: Various

Sean MacNintch – Partner
Company : Pixel plume
Phone : (212) 462-4243
Email : sean@pixelplume.com
Associated projects: Getty Images, future home project

Stephan Zlotescu – Owner
Company : Optic Flavor
Phone : (212) 696-2776
Email : stephanzlotescu@opticflavor.com
Associated Projects : KR Project

T E C H N I C A L S K I L L S / K N O W L E D G E

Software - Adobe (Photoshop, In design, Illustrator, Acrobat, Flash), Corel Painter , Maya, Zbrush, Shake, Dreamweaver , MS Office (Word, FrontPage, PowerPoint, Outlook, Excel), DVD Studio Pro, Pro Tools, Final Cut Pro

Operating Systems - Microsoft Windows (95/98, NT, 2000, XP), Macintosh
Network Protocols - HTTP, FTP

Programming Languages - HTML, CSS, Action Script

S A L A R Y

Freelance:
- Negotiable
Full-time:
- Negotiable