

Jana Germano

3D Generalist

Software Skills Maya 2011 • Mental Ray • Boujou 5 • After Effects CS5 • Photoshop CS5 • Zbrush 5 • Nuke 6

Technical Skills 3D organic & hard surface modeling • texturing • creating complex shader networks • lighting • animating • rigging • matchmoving • multi-pass rendering • compositing

Relevant Experience

3D Modeler and Texture Artist — July 2011–present, Santa Monica, CA

Archetype Solutions for Indi Custom Premium Jeans

Produce 3D models with photo-realistic textures to provide client with a virtual model to display the customization possibilities of jeans (color, stitching, back pocket design, etc). Job encompasses sculpting the geometry, laying out UVs, using 4k reference photos to texture the jeans with normal, displacement and occlusion maps, etc. Provide clients 4k renders from turntable.

3D previz animator / environmental modeler — November 2010–April 2011, Santa Monica, CA

A City to Make Me, Truth Sculpture Productions

Used Maya to reference in geometry, layout cityscapes and animate cameras for animatics. Modeled, textured and lit 3D city environments (using semi-realistic shaders, texture maps and lighting set-ups), animating the elements and camera movement and rendering.

3D Texture Artist — August 2010, Torrance, CA

TNG VFX

Retopologized and textured photorealistic characters using Zbrush for assigned shots.

3D generalist — February 2010–June 2010, Santa Monica, CA

X-kids: The Movie, Stone Films

3D modeling, rigging, animating, texturing and some shader creation using props and assets. Also lit both the set and characters. Created various render layers for mental ray rendering (including motion vector, ambient occlusion, beauty, mattes, etc.) and composited with live action footage.

3D modeler/VFX artist — September 2009–December 2009, Los Angeles, CA

Torn, G-force Films

Modeling, animating and tracking 3D props, lighting the set and characters, camera animation.

3D/digital compositor — July 2009, Venice, CA

Shade Visual Effects Studio

Cloudy with a Chance of Meatballs Nickelodeon Ad

Matchmoving, extracting greenscreens and compositing 3D elements with live action.

VFX artist/digital compositor — November 2008–June 2009, Los Angeles, CA

The Lucky 7, G.E.M Productions

Scene set-up, light modeling, object and camera animation, tracking, lighting, some particle dynamics and fluids. Also keying, rendering and compositing.

CGI artist/digital compositor — December 2008–April 2009, Los Angeles, CA

Cookie Thief, Caffeinated Productions

Painting, particle creation, keying, rotoscoping, compositing.

Training and Education

Maya & ZBrush coursework — 2010-present, Los Angeles, CA, *Gnomon School of Visual Effects*

Maya coursework — 2008, Sydney, Australia, *Australian Film Television and Radio School*

M.F.A. in Film and Digital Arts — 2007, Wash D.C., *Visual Arts Department, American University*