

Jana Germano

3D Generalist

Software Skills Maya 2011 • Mental Ray • Matchmover 2011 • After Effects CS5 • Photoshop CS5 • Combustion • Nuke 6

Technical Skills 3D modeling • rigging • animating • texturing • lighting • tracking • particles and atmospheric • multi-pass rendering

Relevant Experience

3d Generalist – 2010, Santa Monica, CA

X-kids: the movie

3D modeling, rigging, animating, texturing, tracking, rendering, compositing

3D/Digital Compositor – 2009, Venice CA

Shade VFX

Cloudy with a Chance of Meatballs Nickelodeon Ad

3D, keying, compositing 3D elements with live action footage

3D Modeler/VFX artist – 2009, Los Angeles, CA

G-force Films, *Torn*

3D modeling, animating, tracking, lighting, particle effects

VFX Artist – 2008–2009, LA, CA

G.E.M Productions, *The Lucky 7*

3D modeling, camera animation, texturing, lighting, tracking, particle effects, painting, keying, rendering compositing

Digital Effects Artist – 2008, Los Angeles, CA

Caffeinated Productions, *Cookie Thief*

Particle creation, rotoscoping, painting, keying, compositing

VFX artist – 2008, San Francisco, CA

Truth and Lies – 3D modeling, keying, compositing

VFX Artist – 2008, Los Angeles, CA

Canyon Falls Productions, *Manhater*

Particle effects, keying, rotoscoping, tracking, compositing

VFX Artist – 2008, Los Angeles, CA

Hidden – rotoscoping, keying, compositing

Motion Graphics Artist – 2007, Sydney, Australia

OneSky TV – developed motion graphics for cable station spot

Awards

2008 Action On Film Festival, Winner, Best Science Fiction, *The Lucky 7*, VFX Artist

2008 Beverly Hills Film Festival Finalist, *Cookie Thief*, VFX Artist

Education

Maya training — 2007, Sydney, Australia

Australian Film Television and Radio School (AFTRS)

M.F.A. in Film and Digital Media — 2007, 4.0 GPA

Visual Arts Department, American University, Washington, D.C.

References available upon request.