

Jana Bergevin  
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Portfolio: [www.janabergevin.com](http://www.janabergevin.com)

#### SOFTWARE PROFICIENCY

Autodesk Maya  
Autodesk Mudbox  
Pixologic Zbrush  
Adobe Photoshop  
Headus UVLayout  
Topogun  
3DCoat  
Marmoset Toolbag  
Unity

#### SKILL SET

Mobile and Social gaming hard surface and organic asset creation.  
Character modeling high-res/low-res models.  
Creating believable textures for characters and props.  
Character rigging and skinning for high-res and low-res characters.  
Skilled in technical troubleshooting in Maya.  
Proficient in animation with understanding of 12 Animation principles.

#### WORK

March 2015 - Present - MunkyFun - San Francisco, CA.

Art Manager

Shipped Titles:

-League of War: Mercenaries (MunkyFun) iOS/Android

- Instruct junior artists
- Delegate tasks to appropriate individuals
- Create asset spreadsheets for easy tracking along every stage of the production pipeline
- Review resumes and interview potential candidates
- Engage new outsourcing companies based on company needs
- Create tests for outsourcing to gauge ability to match style consistently
- Manage asset preparation, tracking, and delivery to individual contractors and outsourcing companies
- Manage asset integration upon delivery from contractors/outsourcing
- Create long term production schedules
- Able to adapt schedule and quickly shift gears if company priorities change
- Supervise art team monthly Milestone deliverables while also driving towards long term goals

Lead 3D Artist (June 2013 – March 2015)

Shipped Titles:

-League of War (MunkyFun) iOS

-NFL Runner: Football Dash (MunkyFun) iOS/Android

- Delegate tasks to appropriate individuals and manage art team priorities
- Create asset spreadsheets for easy tracking
- Model hi/low res game assets and characters

Games Contributed On:

-My Horse (iOS)

- Unwrap/Texture/Rig/Animate game assets and characters
- Troubleshoot issues

Aug 2011 to June 2013 - Zynga - San Francisco, CA.

3D Production Artist

Shipped Titles:

- Battlestone (iOS /Android)
- Forestville (iOS)
- Cityville Holiday Town (iOS)

Games Contributed On:

- Cityville Hometown (iOS)
- Unreleased IP (iOS)

For the above projects I have done the following:

- Developed unique character animations based on animal species and personality
- Created 3D models of characters, businesses, residences, community buildings/sculptures/parks, and decorations.
- Troubleshooted problems involving the character rig, UV maps, textures, and weighting issues
- Worked as a go between for the TD, Animator, and art asset Implementation
- Used auto rigging tool to rig dragons, goblins, and boats/ships
- Created game Texture/Lumination/Pattern maps for dragons and goblins
- Fixed animation issues

Feb 2010 to Oct 2010 - Playdom - San Francisco, CA.

3D Character Artist for Market Street

- Modeled, textured, rigged, and animated a total of 22 adult avatars and 10 children avatars based on provided concepts

#### CONTESTS ENTERED

Helpful Bear Productions - Creature Design Contest

Helpful Bear Productions - Kaiju Beasts

Pinshape Low Poly 3D Printing Design Contest

Pinshape 3D Printed Creature Design Contest

#### MASTERS THESIS

My master's thesis animation, The Strange Tale of Billy Barker, has received these accolades:

- AniMazing Spotlight! Film Festival 2011:

Best Animation for Children

- KidzFilmz Festival 2012 Winner:

Graduate Student Short, Animation

#### EDUCATION

Jan 2013 - CG Workshops - Online Class Rapid Character Development for Online Games, 3 weeks.

2007 - 2011 - The Art Institute of California - San Francisco, CA.

MFA, Computer Animation - Graduated with honors.

#### COMMUNITY

I've provided two rigs available for download on creativecrash.com as well as tutorials on rigging:

Koko 1.0.5

<http://www.creativecrash.com/maya/downloads/character-rigs/c/koko>

Billy Barker 1.0.0

<http://www.creativecrash.com/maya/downloads/character-rigs/c/billy-barker>

Advanced Eye Rig w/Nodes - Getting Eyelids to follow the Eyes

<http://www.creativecrash.com/maya/tutorials/character/c/advanced-eye-rig-w-nodes-getting-eyelids-to-follow-the-eyes--2>