

# JASON SUAREZ

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## OBJECTIVE

My goal is to obtain a position within an environment that will allow me to utilize my experience, knowledge and skills to be a key member of a team.

## SUMMARY OF QUALIFICATIONS

**Principal VFX Artist** with **23 years** of industry experience and an Associate Degree in Graphic Design / Multimedia Certification.

- Experienced in multiple 3D/simulation software
- Experienced in multiple Game Development Engines (Unreal Engine, Various Proprietary Engines)
- Ability to provide **particulate, fluid, pyro, smoke, destruction and crowd simulations**
- Solid understanding of particles, dynamics, atmospherics and composition
- Skilled in all 3D disciplines, model, texture, rig, animate, light and render/export
- Proven ability to create realistic to stylized visual effects
- Expertise in team adaptation and communication
- Credited: **22 Shipped Game Titles - 23 Released Movies - 13 Episodic TV Series**

## WORK EXPERIENCE

**I.A.T.S.E. Local 44**, Valley Village, Ca. August 2022 to Present

**Special FX / Prop Maker** (on set) *Pyro Tech Op. License 3Class Special Effects*

- Your Honor Season 2 (Showtime)
- On Swift Horses Adaptation- (Film)

**Deviation Games**, Santa Monica, Ca. August 2020 to August 2022

**Principal VFX Artist** (game)

- Unreal5/PS5 Currently Still in Development...

**Encore Hollywood**, Burbank, Ca. September 2016 to August 2020

**VFX Artist** (broadcast-episodic)

- Provide 3D dynamic simulations (Crowd, Pyro, Destruction, Fluids and Particles)
- Create VFX for Multiple Episodic shows during simultaneous seasons

**Activision/Blizzard -Treyarch Studios**, Santa Monica, Ca. February 2015 to September 2016

**Senior VFX Artist** (game)

- Provided 3D dynamic elements to render for 2D textures/flipbooks
- Provided VFX for Campaign Levels, Zombie DLC Levels, In-game cinematics
- Utilized proprietary software to provide effects for game

**The Asylum**, Burbank, Ca. July 2012 to February 2015

**VFX Artist** (film)

- Provided 3D dynamic elements to render for 2D composition
- 3D tasks (model, texture, animate, render) / Composed filmed plates with rendered elements
- Key member for dynamic simulations (pyro/liquid/demolition/crowd)

**Sideshow Studios**, Santa Monica, Ca. April 2012 to November 2012

**3D Generalist** (broadcast-promotional)

- 3D tasks (model, texture, animate, render)
- Developed content for promotional media

**Collision Studios**, Santa Monica, Ca. September 2010 to October 2011

***Lead Artist (game)***

- Managed a small team of in house artist / Instructed Interns on production tasks / Coordinated outsource tasks with global contractors
- 3D tasks (model, texture, animate) / Implemented art assets (environment, characters, animations and particle effects) into game engine
- Monitored/resolved bug fixes with Engineers and Designers
- Key member in Art department operations and development

**Inhance Digital**, Los Angeles, Ca. June 2010

***3D Generalist (web)***

- 3D tasks (model, texture, animate, render)
- Created content for interactive media in XNA engine utilizing image bar codes for augmented reality

**Pi Studios**, Houston, Tx. January 2007 to March 2010

***Lead Artist/Lead Animator (game)***

- Managed Art department
- Coordinated outsource tasks with overseas contractors
- Instructed Interns on production tasks
- 3D tasks (model, texture, animate)
- Implemented art assets (environment, characters, animations and particle effects) into game engines
- Monitored/resolved bug fixes with Engineers and Designers
- Key member in Art department operations and development

**Archimage**, Houston, Tx. March 2005 to December 2006

***Senior Artist / Animator (game)***

- 3D tasks (model, texture, animate, render)
- Developed content for N.I.H. (National Institute of Health)
- Key member in game development and strategies

**Black Ops Entertainment**, Santa Monica, Ca. October 2002 to June 2003

***Environment Artist (game)***

- 3D tasks (model, texture)
- Developed a 3D environment

**Prolific Publishing Inc.**, Burbank, Ca. March 1999 to August 2002

***3D Generalist /Lead Artist (game)***

- 3D tasks (model, texture, animate, render)
- Created environments, weapons, vehicles, characters
- Animated characters and vehicles
- Monitored/resolved bug fixes with Engineers and Designers

**EDUCATION**

**A.A. Graphic Design** - Platt College Los Angeles, Ca. December 1998

**Multimedia certification**

**COMPUTER SKILLS**

**3D Software:** Houdini, 3D Studio Max, Maya, MotionBuilder, Z Brush

**2D Software:** Nuke, Photoshop, After Effects, Illustrator, Premiere, Fusion, Sony Vegas

**Render/Tracking Software:** Krakatoa, V-Ray, Mental Ray, Maxwell, Mocha, Syntheyes

**Game Engines/Console:** Unreal 5 / PS5

**MILITARY EXPERIENCE**

**United States Armed Forces, Army**, MOS: 19Kilo November 1994 to Apr 1997

- Gunner on a M1A1 Abrams 120mm Tank
- Awarded Army Commendation Medal for actions in Kuwait '96
- Honorable Discharged

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## SUMMARY OF CREDITS

### **Broadcast - VFX Artist**

*CW: The Flash* / Seasons 3-6

*CW: Supergirl* / Seasons 2-5

*CW: DC's Legends of Tomorrow* / Seasons 2-3

*CW: Black Lightning* / Season 2-3

*CW: Arrow* / Season 6

*DC: Doom Patrol* / Season 1-2

*Netflix: Narcos* / Mexico

*CBS: Seal Team* / Season 1

*CBS: God Friended Me* / Season 1

*CW: All American* / Season 1

*DC: Titans* / Season 1-2

*Netflix: YOU* / Season 2

*CW: BatWomen* / Season 1

### **Video Games Developed – Senior VFX Artist, Lead 3D Artist, Lead Animator**

*Call of Duty: Black ops 3-DLC4 Salvation* / Platform: PS4/XBOX1/PC

*Call of Duty: Black ops 3-DLC3 Descent* / Platform: PS4/XBOX1/PC

*Call of Duty: Black ops 3-DLC2 Eclipse* / Platform: PS4/XBOX1/PC

*Call of Duty: Black ops 3-DLC1 Awakening* / Platform: PS4/XBOX1/PC

*Call of Duty: Black ops 3* / Platform: PS4/XBOX1/PC

*JAWS: Ultimate Predator* / Platform: Wii

*The Beatles Rock Band* / Platform: Wii

*Rock Band Track Pack Vol. 4: Classic Rock* / Platform: PS2, PS3, 360 and Wii

*Rock Band Track Pack Vol. 2* / Platform: PS2, PS3, 360 and Wii

*Rock Band Track Pack Vol. 1* / Platform: PS2 and Wii

*AC/DC Live: Rock Band Track Pack* / Platform: PS2, PS3, 360 and Wii

*Rock Band 2* / Platform: PS2 and Wii

*Mercenaries 2: World in Flames* / Platform: PS2

*Rock Band* / Platform: PS2 and Wii

*Bomberman Live – Battlefest* / Platform: Xbox360

*Escape from Diab Game Development for N.I.H (National Institute of Health) Research* / Platform: PC

*Nanoswarm Game Development for N.I.H (National Institute of Health) Research* / Platform: PC

*Terminator 3: Rise of the Machines* / Platform: PS2, XBOX

*MatchBox Rescue Rigs* / Platform: PC

*MatchBox Caterpillar Construction Zone 2* / Platform: PC

*MatchBox Caterpillar Construction Zone* / Platform: PC

*Mattel Hot Wheels CRASH* / Platform: PC

### **Movies Released - VFX Artist**

*Sharknado*

*Rise of the Zombies*

*Battledogs*

*Clash of the Empires*

*Hansel and Gretel*

*Airplane vs. Volcano*

*Age of Ice*

*Age of Tomorrow*

*Blood Lake*

*Sleeping Beauty*

*Flight World War 2*

*Golden Winter*

*Sharknado 2*

*Age of Dinosaurs*

*Mega Shark vs. Mecha Shark*

*500 Mph Storm*

*40 Days and Nights*

*Apocalypse Pompeii*

*Bermuda Tentacles*

*Alone for Christmas*

*Santa Claws*

*Asteroid vs. Earth*

*MegaShark Vs. Kolossus*