

4567 VALLEY RD. N VANCOUVER, BC V7K 2M1 (778)-321-2757 MAIL@JEREMYMW.COM

WWW.JEREMYMW.COM

CITIZENSHIP:US/CANADIAN

JEREMY WEST – FX ARTIST

UNITED FRONT GAMES – April 2010 - Present

FX Artist

PRIME FOCUS VFX – March 2010 - April 2010 (Contract)

The Twilight Saga: Eclipse

FX Artist

RADICAL ENTERTAINMENT (ACTIVISION BLIZZARD) - September 2009 - March 2010

FX Artist:

Titles: Unannounced Titles - XBOX 360, PS3, and Wii

Created in game FX utilizing in-house tools, Maya, and Photoshop

Worked with the design, programming and art leads to create the overall look for FX

Worked with animation and environment departments for ambient FX

Implemented FX into the game using in-house tools

Built efficient FX systems that worked within the limitations of the engines

PETROGLYPH GAMES - October 2008 - August 2009

FX Artist:

Titles: **Mytheon and MMORTS - PC**

Created in game FX utilizing in-house tools, Max, and Photoshop

Worked with the design, programming and art leads to create the overall look for FX

Worked with animation and environment departments for ambient FX

Implemented FX into the game using xml

Built efficient FX systems that worked within the limitations of the engine

FRANTIC VFX - May 2006 - October 2008

TV Episodical: National Geographic

3D Supervisor, FX Artist

Dragonball Evolution: 20th Century Fox

FX Artist – Lava setup, Splashes, and embers

Damnation: Blue Omega

Cinematic FX Artist, Lighting and Rendering

Heineken Commercial

FX Artist – Cloth simulation

Journey To the Center of the Earth 3D: Walden Media

FX Artist – Rain, Water splashes, and Dinosaur Foam

The Ruins: DreamWorks SKG

Camera Tracker, 3D Matchmove, 3D Layout

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Dead Space Test: Electronic Arts

Texture Artist

Mr Magorium's Wonder Emporium: Mandate Pictures

Camera Tracker, 3D Layout

Asylum: Hyde Park Films

3D Modeler

Argos Christmas Commercial

Junior Composer

White Noise: Brightlight Pictures

Digital Painter

EA FIFA 2007 NG: Electronic Arts

Texture Artist

RAINMAKER VFX -April 2006

Need for Speed – Carbon: EA / Rainmaker

VFX On Set Production Assistant

Software

3dsMax, Maya, Photoshop, Fusion, Syntheyes, Unreal3 Engine, Perforce,
Petroglyph proprietary tools, Radical Entertainment proprietary tools

Pluggins

Glu3D, Afterburn, Fume FX, Krakatoa, Flood Surf

Education:

Art Institute of Burnaby, BC

Advanced Diploma in Game Art and Design (1/2003 -12/2005)

References Available on request