

Jared Fry

402 - 237 East 4th Ave.
Vancouver, B.C.
Canada V5T 4R4
604.318.1933
jared@frygallery.com
www.jared.frygallery.com

WORK EXPERIENCE

July 2009 to Present

Radical Entertainment

- **Lead Character Modeler and Texture Artist** on a project that has not been announced. In addition to managing and mentoring other artists, my artistic responsibilities include as modeling, texturing and rigging characters for front-end and in-game animation. I am also creating facial blend shapes for lip-sync animation.

September 2004 to May 2009

Rockstar Games Vancouver

- **Art Director on "Max Payne 3"**, one of the studio's five-person upper management team.
- Managed, directed, scheduled and created concept art for the environment and character artists, concept artists, FX artists, outsource and prop artists in the Vancouver studio, as well as artists helping us from 5 international Rockstar studios and 2 international outsource studios. Responsible for the hiring and training a 16 person in-studio art team. Directed and helped organize 100+ actor/models with 250 piece wardrobe for digital character scans. Responsible for the set up of guidelines and sample models for character outsource remesh and texture creation. Responsible for sculpting, texturing and weighing the game's main character and helping with optimization and polish environments and props.
- **Lead Character Modeler on "Bully"**. My responsibility included modeling, texturing and rigging characters for front-end and in-game animation as well as creating facial blend shapes for lip-sync animation.

February 2004 to August 2004

Boogieman Studios

- **Modeling Director on "Spy Hunter 3"**. Supervised seven artists comprising of one senior environment modeler and six junior modelers. My responsibilities encompassed assisting with all aspects of art direction, project management, quality control over art and technical assets, modeling characters and environments, texturing, and rigging. Additionally, I often acted as assistant conceptual artist, teacher and administrative assistant. Responsible for various duties within the company's I.T. dept. and human resources sector.

April 2001 to February 2004

Radical Entertainment

- **Lead Character Modeler, Vehicle Modeler and Texture Artist** on various projects of which I cannot disclose. My responsibilities included modeling, texturing and rigging characters for front-end and in-game animation. Created facial blend shapes for lip-sync animation and modeled, textured and rigged cars for in-game use.

Published Games:

- **Lead Character Modeler on "Monsters Inc. Scream Arena"**. My responsibilities included modeling, texturing, rigging, building and setting up facial shapes for lip-sync animation, front-end artist, matte painter, and animator.
- **"Simpson's Road Rage"**- modeled, textured and animated the final scene in the game.
- **"Simpson's Hit and Run"**- created in-game and pre-rendered character models with texture, skeletons, and facial blend shapes for animation.

November 1999 to April 2001

Mainframe Entertainment

- Awarded '**Modeler of the Year**' in 2001.
- **Senior Modeler on "Reboot" season 4 and the "Heavy Gear" series**. Supervised the building of all the characters, including building and setting up facial expressions for Mainframe's 'Grin' proprietary software for lip sync animation. My responsibilities included modeling, texturing, rigging, weighting and troubleshooting.
- **Mid-level Modeler on "Action man", "Transformers Beast Machines" and "Weird Ohs."**
- Began at Mainframe as a runner.

May 1997 to March 1998

Samatamason

- **Assistant Graphic Artist.** My responsibilities included basic layout using Quark Express, photo/image manipulation using Adobe Photoshop, scanning, creating mock-ups, back to backs, collages for annual reports, file and office organization. Clients included the BC Tel 1997 Annual Report, Finning 1997 Annual Report, Quadralogicphototherapies (QLT) 1997 Annual Report and Macmillan Bloedel Quarterly Report.

PROGRAMS

Proficient in the following:

3DS Max
Maya
ZBrush
Crazybump
Photoshop
Illustrator
Microsoft Office programs
Perforce and Alien Brain
Hansoft

In addition to these digital packages, I am capable in traditional mediums such as clay sculpting, aerosol and acrylic painting.

EDUCATION

Sculpting class

- Taught by Jonathan Paine

Vanarts

- Intro to Computer Animation using Martin Hash 3D. Instructed by Fernando Pazos

Emily Carr Institute of Art and Design

- Drawing Techniques for Animators
- Art Access: colour theory, drawing, 3D, and creative process

VSB Continuing Education

- Adobe Photoshop and Illustrator

INTERESTS & HOBBIES

Instructor and 2nd Dan black belt student of Bujinkan Budo Taijutsu / Togakure Ryu Ninjutsu

Strata council member for my building for 5 years

Sculpting

Graphic and Industrial design

Downhill mountain biking and road riding

Snowboarding