

Jacob Long

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Professional Summary

Versatile 3D Generalist with 9 years experience working on projects including film, game, broadcast, interactive web, and dvd cinematics. Skilled in character FX and technical animation. Thrive in problem solving, automating, and tackling creative challenges in tight deadlines.

Experience

Flat Earth Productions

Piranha 3D (2010) | FX TD

- Fluids, cloth, particles
- technical animation, characterFX

04/2010 - 08/2010

Burbank, CA

CafeFX

Alice in Wonderland (2010) | CharacterFX TD

- Cloth/hair/characterFX, technical animation

10/2009 - 01/2010

Santa Maria, CA

Harry Potter and the Forbidden Journey | Cloth TD

- Cloth, technical animation, rendering

Rooms Alive/ DMA Design Group

RoomsAlive.com/En'Spirations | PipelineTD/Generalist

- Pipeline setup, modeling, lighting, compositing
- Image optimization, render automations
- Bug tracking/project management, training
- Database admin (MS SQL), data I/O

01/2006 - 07/2011

Orlando, FL/Asheville,NC

nTh Degree Design and Visual FX

Extreme Trains [History Channel] | Maya Generalist

- Layout, camera/technical animation, modeling

06/2008 - 7/2008

Orlando, FL

RavenFilm SRG

iSpace [Singapore Science Center] | Maya Generalist

- Match moving, modeling, texturing

Fall/2007

Santa Monica, CA (remote)

Ballistic Pixel Lab

Max and Buddy [BearFacts Entertainment] | Maya generalist

- Cloth, modeling/texturing, lighting
- Layout, rendering, compositing
- Sys admin, render wrangling

07/2004 - 12/2005

Lake Mary, FL

Lords of Everquest [Sony Online Ent./Rapid Eye Ent.] | Cloth TD

- Cloth, tech anim, mocap cleanup

Digital Design Center | Database admin, Pipeline TD

- mySQL database admin, product management
- Sys admin, research and development

Full Sail University**10/2003 - 7/2004***Lab Specialist*

Winter Park, FL

- Assisted students on all aspects of computer animation for their final projects

Shiny Red Guitar Studios**09/2003***Natural [Music Video] – CG Generalist*

Orlando, FL

- Modeling, texturing, rotoscoping, compositing

Visual Book Productions**11/2001 - 2003***iLumina – CG Generalist*

Orlando, FL

- Cloth, paintFX, modeling/texturing

Software Skills (in order of proficiency – top to bottom)

Maya	VRay	Photoshop	Deadline
Max	Mental Ray	After Effects	Nuke
XSI	Maxwell	Shake	RenderPal
Syflex		Premiere	Smedge
Houdini		Vegas	SQL

Education**Associates of Science in Computer Animation | 2001**

Full Sail University | Winter Park, FL