

JENNY BERMAS

3D ARTIST

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A Toronto, Canada

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EDUCATION

Sept 2013 – Apr 2016

Humber College
Advanced Diploma - 3D Animation Art & Design

Sept 2007 – Apr 2012

University of Toronto
Honours Bachelor of Science
Majors in Integrative Biology and Psychology

EXPERIENCE

Sept 2017 – Present

3D Art Professor • Humber College
3D Art 1; 3D Art 2; Digital Painting; Capstone Mentor

Mar 2020 – Apr 2021

Modeler • Jam Filled
Unannounced Project (Netflix)

Dec 2018 – Oct 2019

3D Modeling Artist • Snowball Studios
Fancy Nancy Season 2 (Disney Series)

Apr 2018 – Mar 2019

3D Modeling & Texture Artist • Little Blackstone Studios
Kingdom Builders (MGA Entertainment Web Series)

Dec 2017 – Mar 2018

3D Artist • National Film Board of Canada
Book of Dreams (VR Experience)

June 2015 – July 2017

Teen Instructor & Lead Teaching Assistant • Digital Media Academy
Unreal Engine; Mudbox; Maya; Photoshop & Illustrator

May 2016 – Mar 2017

3D Modeling Artist • Ubisoft Toronto
Far Cry 5 (Pre-Production)

SUMMARY

Creative specialist in the development of 3D assets. Proven track record includes: **modelling, sculpting, retopology, unwrapping, texturing, shader creation, lighting & rendering.**

Experienced in teaching and production; demonstrating a strong work ethic, positive attitude, the ability to learn quickly, and contribute in a collaborative setting.

SOFTWARE SKILLS

- MAYA
- 3DS MAX
- ZBRUSH
- MUDBOX
- SUBSTANCE PAINTER
- SUBSTANCE DESIGNER
- PHOTOSHOP
- UNREAL ENGINE
- UNITY
- ILLUSTRATOR
- AFTER EFFECTS
- NUKE
- SHOTGUN / JIRA / TRELLO
- MS OFFICE SUTE