Jonathan Marquis
3D Artist & Interactive Designer

Portfolio: https://j-marquis.com | j.marquis.art@gmail.com | 214.403.7299

SKILLS

[3D] Modeling, sculpting, texturing, lighting & rendering [+retopology, UV layouts, map bakes]
[PBR] Material authoring, and material setups in major game engines
[Level Design] Paper maps, top downs, and game flow strategy; ideation of traps, boss fights, challenges/objectives, VR experiences, and ways to incentivize and reward players; gray-box block-outs and prototyping of levels; scripting & testing basic mechanics
[Environment Art] Modular level asset design, creation, world building, and set-dressing
Creation of hard surface and organic props, custom terrain, foliage, & skybox/sphere(s)
[Lighting & Rendering] Experienced with cameras and lighting in both 3D and real-world applications; Understand use of contrast, shapes, and color for establishing mood; Use of IES profiles, gels, projection, volumes & post-process FX, and various real time and still renderers
[2D] illustration, iconography, and graphic design for in-game logos, signage, screens, UI, etc.

EXPERIENCE

3D Artist / Interactive Designer [+other], 2017 - present
Working remotely for Trym Studios [Seas of Fortune], and collaborating locally with indie teams
Working part-time/contracts, while leveling-up skills and portfolio [+renovating house 18 mos.]
Attending courses locally and online [+challenges, masterclasses, industry events & lectures]

Graphic Design / Production Artist, 2006 - 2018
Designed graphics for print collateral, large format & digital outputs
Produced 3D and 2D animated content for websites, signage, and video productions
Shot photography, and performed high-volume image editing and portrait retouching
Website design, eCommerce, and related SEO and administrative services

TOOLS

Main: 3ds Max, ZBrush, Blender, Substance Designer, Substance Painter, Sketchbook
Adobe: Photoshop, Illustrator, Animate, After Effects, Premier
Renderers: Keyshot, Toolbag, V-Ray, Maxwell, Mental Ray, Unreal and Unity engines
Additional: Various tools & plug-ins for project management, team collaboration, file repositories, managing UVs, custom foliage, terrain, skyboxes, faster workflows, and more

ADDITIONAL

Formal training at the Art Institute of Dallas & a continuing life-long student of art-
   I love to draw, paint, illustrate, generate concepts, and can learn to match any style
Motivator & collaborative spirit- I lead by example, and help create harmony
Good management of time and self- a production machine, that knows how to avoid burnout
Experienced leader, and active contributor- I follow directions and handle critiques respectfully
Game design/dev is my passion (8+ years); I enjoy 'jammin', and appreciate all players involved