

MITCHELL JAEGER

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Summary

Passionate and ambitious Junior CG Generalist with a strong desire to make a mark in the dynamic world of computer graphics and visual storytelling. I thrive on creative challenges and enjoy collaborating with teams to bring imaginative ideas to life. Expertise includes 3D asset creation, 3D tracking, and scene layout.

Skills

- 3D Maya
 - PFTrack
 - Substance Painter
 - Graphic Design
 - Video Editing
 - Motion Graphics
 - 3D Modeling
 - Camera Tracking
 - Nuke
 - Photoshop
 - Premiere Pro
 - After Effects
 - Texturing
 - Match Moving
 - Arnold
 - Illustrator
 - Final Cut Pro
 - HTML
 - LookDev
 - LiDAR
 - Redshift
 - Camera Operation
 - TriCaster
 - CSS
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Experience

Pariah Creative

August 2022 – Present

CG Generalist

Completed a diverse array of 3D tasks including several rolls in Assets, Tracking, Lighting, Animation, and PreVis. Worked both independently and with a small team to see projects all the way from initial conception to final render.

The Mill

June 2021 – July 2022

CG Generalist

Completed a diverse array of 3D tasks including several rolls in Assets, Tracking, PreVis, and PreComp. Used existing skills and picked up new techniques to complete high-quality work on time and to specification.

Key accomplishments and contributions:

- Took on a variety of generalist CG rolls.
- Completed high-quality work on time and to specification.
- Worked with the team to execute the desired look of complicated CG models, including characters, hard surface models, real-world vehicles, and environments.
- Created high quality, accurate models and UVs based on initial concepts and reference
- Retopologized and ingested models from clients and online.
- Textured assets using a wide range of reference materials.
- Learned and worked with custom built and proprietary pipeline tools.
- Worked in-house directly with clients to achieve desired look, goals, and finished product.

The Mill

March 2019 – June 2021

Head Runner/ Client Services

Ensured smooth operation of the studio by maintaining exceptional client service along side general maintenance and support functions.

Key accomplishments and contributions:

- Ran weekly meetings with supervisors to discuss and implement improvements.
- Lead and trained team members.
- Helped with administrative tasks: scanning, filling, printing, and equipment up keep.
- Managed external deliveries and pickups to nearby facilities/stores.
- Provided first-class hospitality service for visiting clients.
- Organized and set up meetings and company events.
- Managed multiple tasks simultaneously to accomplish duties quickly and efficiently.
- Proactively fixed problems before they arose with a solution driven approach and a keen willingness to learn.

Rock Paper Scissors

Jan 2018 – March 2019

Production Assistant

Maintained a professional workspace. Provided support for artists, engineers, and clients. Facilitated smooth operations.

Key accomplishments and contributions:

- Kept open and consistent communication working in house and remotely.
- Implemented strategies and systems to help operations run more smoothly.
- Contributed to weekly meetings to improve overall work flow and efficiency.
- Facilitated communication and production through 5 distinctive company subdivisions.
- Obtained and delivered resources both in house and off sight in a timely manner.

*Responsibilities/
Talents – Partial list*

- ◆ Lead – Supervise – oversee and be part a team to design and produce superior content. Can work independently and with a team.
- ◆ Communicate – convey ideas and concepts clearly and efficiently. Contribute new ideas, techniques and viewpoints.
- ◆ 3D Oriented – Understanding of 3D environments, 3D Forms, Topology, virtual cameras, movements, and animation.
- ◆ Fast learner – Pick up new skills/concepts quickly and proficiently.
- ◆ Attention to detail – Frame by frame if necessary.
- ◆ Creative – Able to generate new ideas and improve existing ones.
- ◆ Manage and organize files. A place for everything and everything in its place.
- ◆ Love of all media – Commercials, Online Video, Film, and Games.

*Education***University of Wisconsin-Whitewater**September 2012 – May 2016

B.A. Media Arts and Game Design
Minor in Film Studies

*Honors***Eagle Scout**May 2011

Boy Scouts of America

Badger Boys StateJune 2011

American Legion