

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

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

University of Wisconsin-Whitewater
B.A. Media Arts and Game Design
Minor in Film Studies

September 2012 – May 2016*Honors*

Eagle Scout
Boy Scouts of America
Badger Boys State
American Legion

May 2011June 2011