## Jesse D. Thompson - Resume 2013

## Production \& Work Experience

Studio 3d Artist<br>Western Michigan University Digital Media Studio - Studio A<br>May 2010 - Dec 2012

## Projections Artist -Realtime 3d <br> Western Michigan University <br> Theater Production - Rocky Horror August 2011 - October 2011 (3 Months)

Motion Capture Artist - President's Circle
Western Michigan University
Live Mocap Performance - Fundraiser
May 2009 - June 2009 (2 months)

Video Game Texture Artist \&
Video Game Computer Operator
Western Michigan University
Theater Production - Mother Courage January 2009 - April 2009 (4 months)

Digital Media Computer Operator
Western Michigan University
Dance Performance - Winter Dance Gala January 2009 - January 2009 (1 month)

Digital Media Studio Assistant
Western Michigan University
September 2008 - April 2009 ( 8 months)
Second Life Developer
Combat Samurai Island - Indie Developer November 2004-2011

## Education

Western Michigan University $B A$ in Fine Art 2009

Seoul American High School 2004

## Computer Programs

3d Modeling and Animation
3dsMax
Zbrush
Cinema4d Bodypaint
MotionBuilder
Mudbox

2D Art and Texturing
Photoshop
Paint Tool Sai
Painter XI
Flash
Dreamweaver
Aperature 2
Illustrator

Platform \& Game Engine
Unity3d
Second Life

Motion Capture \& Other
ViconIQ
Vicon Blade

## Exhibitions and Awards

WMU Student Print Show
2007 \& 2008
The Other Side - Alternative Processes
2009
WMU Student Show
Devries Exhibition Award - 2009

