

# Jesse A. Slate

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## **Objective**

To obtain a position/contract as animator in the gaming/film/commercial industry.

## **Work Experience**

### 4/11-1/12 **Free Lance Animator/Artist**

Corner 5 media  
Moontower VFX  
White Whale Games

### 7/07-4/11 **Sony Online Entertainment**

Animation  
Character animation for MMO-DC Universe Online

### 5/05-6/07 **The Animation Farm**

Animation, Rigging, Modeling and Texture  
Various outsourced cinematic and game animation

### 3/00-5/05 **Midway**

Animation, Rigging, Modeling and Texture, Concept Art  
Tribes2, The Hobbit, Area 51

### 1/98-3/00 **Acclaim**

Animation, Rigging, Modeling and Texture  
Turok 3 Cinematics Dept.

## **Education**

### **Art Institute of Pittsburgh**

Associate degree in computer animation/multi-media, 1997

### **Atlanta College of Art**

Fine arts program, 1995-1996

## **Skills**

### **Animation**

Maya, 3dsmax

### **Rigging, Modeling, Texture**

3dsmax, photoshop, deep paint 3d

**Concept Artist, Storyboarding**

Adobe Premiere

**Portfolio**-[jesseslate.com](http://jesseslate.com)