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# Jay Stuart

## 3D Animator & Project Lead

Results-oriented professional with seven years' experience as a 3D animator, artist, and project lead. Proven track record in crafting award-winning educational apps, innovative VR/AR experiences, and engaging digital content for enterprise clients. Adept at tasks ranging from meticulous mocap clean-up to high-profile brand representation, including interactions with a former US President. Passionate about creating exceptional content and demonstrating leadership through hands-on artistic contributions, team management, and project oversight. Explore my website for project details, demo reels, and accolades.

### TOP SKILLS

- 3D Animation/Rigging
- Game Engine Integration
- 3D Modeling/Sculpting
- Rendering/Video Editing
- Leading R&D
- Leading Teams
- Project Management
- Concept and UX Design

### SOFTWARE

- Maya
- Unreal Engine
- Unity
- Git/SVN
- Jira/Forecast
- Microsoft Teams, Word, OneNote
- Adobe Premier, After Effects, Audition
- Reallusion's CC4 and iClone

### EDUCATION

- BA in Art and Technology  
*University of Texas at Dallas*  
*Graduated Cum Laude 2016*  
*Focus in Character Animation*

#### Areas of Study:

- Animation
- Computer Science
- Anatomy
- Drawing
- Sculpture

### PROFESSIONAL EXPERIENCE

- **Sector 5 Digital | 3D Artist/Client Project Lead**  
**2020 – 2023**

- Directed and managed production teams for major medical client projects, while simultaneously fulfilling 3D Animator responsibilities.
- Collaborated with Creative Directors, Producers, and clients from concept to completion, creating scalable assets for extensive, multi-medium content over several years.
- Coordinated directly with top doctors, anatomists, and legal teams to develop realistic, accurate 3D anatomy models and comprehensive scripts.
- Oversaw and approved all project content pre-review, including animation, models, lighting, textures, audio, SFX, UI, and UX.
- Devised and managed a robust asset pipeline for efficient creation, organization, and optimization of hundreds of assets, including advanced blend shapes and morph targets for use in real-time and pre-rendered programs

- **Sector 5 Digital | 3D Animator**  
**2017 – 2020**

- Served as the primary 3D animator and rigging artist for a diverse range of characters, vehicles, and hard surface assets.
- Specialized in cleaning up and optimizing assets from various programs and file types for rigging and animation in Maya, and exporting for use in real-time and pre-rendered applications.
- Implemented and resolved issues with a wide array of rigs and animations in Unreal Engine and Unity, including setting up blueprints, sequences, state machines, and more.
- Contributed to numerous production areas in Unreal Engine and Unity, encompassing animation, cameras, lighting, materials and shaders, audio, rendering, SFX, UI, and UX.
- Acted as a Brand Ambassador, representing the company and clients at conferences, shows, and other events.
- Traveled for project setup and support, including VR and motion base setups, booth and AV setup, and facilitating driving experiences for presenters at large events.

- **Cat and Moth | 3D Animator**  
**2019**

- Worked in a traditional 3D animator role on an award winning short film