

# Jordan Schulz

## 3D Character Animator

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### EDUCATION

University of Wisconsin-Stout  
Bachelor of Fine Arts in Entertainment Design  
Concentration: Animation

### EXPERIENCE

#### The Lighthouse Mouse - Freelance Character Animation

*Gasket Studios - November 2020*

- Assist in Animating a Biped/Quadruped Mouse character
- Communicate remotely via email/zoom call for critique and discussion

[Link to Project Page](#)

#### Be the Match (Ava & Bo) - Freelance Character Animation

*Gasket Studios - July 2021*

- Animated and polished shots throughout the two shorts (Adult & Younger Ava)
- Created many lip sync animations (Both English & Spanish)

[Link to Project Page](#)

#### Bell Bank Ad - Freelance Character Animation

*Gasket Studios - January 2022*

- Animated stylized characters with exaggerated proportions

[Link to Project Page](#)

#### Glow - 3D Character Animation

*Aurora Bell Tower Studios*

- Animated 3D characters both narratively and action throughout blocking and polish
- Camera and Layout
- Assisted development in Unreal Engine Pipeline

[Link to Teaser Trailer](#)

#### Blender Workshop for Tea Time Animation - UW-Stout

*UW-Stout (Alumni) - April 2022*

- Develop a workshop and provide beginner knowledge on Blender to a large group of students

#### STEAM Summer Experience - Assistant Animation Instructor

*UW-Stout - Summer 2018*

- Assisted in teaching high schoolers animation in Maya during a week-long summer program

### INVOLVEMENT

#### Social Media Coordinator for Tea Time Animation - UW-Stout

*March 2016 - March 2020*

- Managed Social Media of organization (Facebook, Stout Connect, Instagram, Discord)
- Assisted in development of activities and events with fellow members
- Began the Stout Chapter of the Tea Time Animation Club

### SKILLS

- Autodesk Maya
- Blender
- Clip Studio Paint
- Adobe Suite
- zBrush
- Unreal Engine