JASON ZORN

Oakville, ON, Canada | 289-400-1795 | Zorn101@outlook.com
LinkedIn: linkedin.com/in/jasondzorn | Portfolio: Jason-Zorn.com

Career Objective	To make a fun and memorable experience, that captures the imagination.

Titles

Title	Release Date			
Rebel Moon Blood line	Release Date: TBD		iPhone	Android
FarCry 6	Release Date: 10/2021	PS4	XBOX ONE	PC
Chivalry 2	Release Date: 06/2021	PS4	XBOX ONE	PC
Red Dead Redemption 2	Release Date: 10/2018	PS4	XBOX ONE	PC
GTA V	Release Date: 09/2013	PS4	XBOX ONE	PC
Max Payne 3	Release Date: 05/2012	PS3	XBOX 360	PC
Dungeons And Dragons – Daggerdale	Release Date: 05/2011	PS3	XBOX 360	PC
Dark Siders	Release Date: 01/2010	PS3	XBOX 360	PC
Too Human	Release Date: 08/2008		XBOX 360	

Education

Video Game Development – Seneca College – 2004
Certified Webmaster – Conestoga College – 2003

Software Skills

Blender, 3DS Max, Maya, ZBrush	Unreal Engine 4, 5	SpeedTree, DaVinci Resolve
Substance Painter, Designer	Unreal Script, Sequencer	Perforce, P4V
Photoshop, Premiere, Dreamweaver	Unreal Engine Shader Builder	PYTHON, PYCHARM
SideFX Houdini, Gaea Terrain Generator	Rage Engine, Motile Engine	HTML, XML, JSON

Experience

Super Evil Mega Corp – San Mateo, CA, USA
Principal Environment Artist: MAY 2023 to May 2025
- 3D Modeling, Texturing, Collisions, VFX, Shader-building, lighting intention pass.
- Led team of artists and designers, meeting milestone requirements on time and within budget.
- Developed custom pipelines for proprietary game engine with cross-functional team collaboration.
- Troubleshooting and technical bug fixing, working remotely and meeting the milestone goals.
- Collaborated closely with directors and stakeholders to fulfill creative vision requirements

Cold Symmetry – Camas, WA, USA
Senior Environment Artist: AUG 2022 to MAY 2023
- 3D Modeling for nanite, Texturing, Collisions, VFX, Shader set up for terrain, lighting intention pass.
- World building and reference gathering from design to polish with a focus on improving quality.
- GPU / Memory / Level analysis and optimizations, executed smart building techniques for instances.
- Troubleshooting and technical bug fixing, working remotely and meeting the milestone goals.

UbiSoft – Toronto, ON
Senior Environment Artist: SEPT 2020 to AUG 2022
- Created 3D models, Textures, Collision systems, LODs, VFX and GI lighting.
- Performed GPU/memory analysis and implemented level optimizations for enhanced performance.
- Resolved technical bugs for terrain and water systems through effective troubleshooting.
- Collaborated with directors and leads to implement gameplay mechanics and visual standards.

Torn Banner Studios – Toronto, ON
Lead Environment Artist : Dec 2018 to SEPT 2020
- 3D Modeling, Texturing, Collision, LOD Creation, Cinematic, VFX, Post process and lighting.
- Optimized GPU/memory performance for PC and Xbox platform requirements.
- Collaborated with design and code teams to implement gameplay mechanics and VFX.
- Planned milestone schedules and art workloads to maintain timelines and budget.

Rockstar Games – Oakville, ON
Senior Environment Artist : SEPT 2011 to Dec 2018
- Created AAA environments using advanced PBR techniques from concept to completion.
- Specialized in 3D modeling, Texturing, Collision systems, and cinematic lighting.
- Implemented GPU/memory optimization strategies while maintaining exceptional visual quality.

Bedlam Games – Toronto, ON
Lead Technical Artist and Fx / Background Artist : Oct 2009 to AUG 2011
- Created players, weapons, environments, post-process effects and cinematic visual elements.
- Designed destructible assets, physics systems and environmental animations for dynamic gameplay.

Silicon Knights – St. Catharines, ON
Technical / Background Artist / Assistant Lead: Feb 2005 to Oct 2009
- Maintained production work flow for modeling, texturing, shader creation, effects, lighting, animation, rigging.
- Set up animations for gameplay moments, cinematics, destructible and preproduction visualizations.

References available upon request.