

JEREMIAH DAPKEY



THE MOUSE AND THE ELEPHANT
www.themouseandtheelephant.com

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Ubud, Bali
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AWARD-WINNING 3D ARTIST 18 YEARS EXPERIENCE IN DIGITAL AND VISUAL MEDIA

DEUTSCH LA (LOS ANGELES, CA) | 2010—2019

Senior 3D Artist / Lead Photoshop Artist / Team Lead | 2012—2019

3D Artist / Lead Photoshop Artist | 2010—2012

Some but not all of my daily duties: Collaborate with ADs, CDs and designers to convert the design vision into 3D and digital imagery for all clients. Led 3D design, photoreal renderings, and photo compositing for clients such as Target, Pizza Hut, VW, Taco Bell, Vivint, Mophie, Sony PlayStation, HTC. Manage 5-person teams of freelance and fulltime Photoshop artists. Drive the entire creative project lifecycle, from concept to post-production. Partner with Project Managers to establish timelines and ensure all milestones are met for projects in the print and digital realms. Internal photographer for internal communications and new business purposes, as well as capturing images for print and digital campaigns. Contribute to art direction on set during visual, digital and CGI productions. Worked closely with tech team on new projects modeling lores assets for AR/VR.

Key accomplishments:

Pitched and led the effort bringing 3D design in-house, creating a new profit center for the agency and reducing costs.

Tapped by Creative Directors to be the CGI lead on various projects.

Successfully managed up to five complex projects simultaneously, all while maintaining meticulous quality control.

Created an in-house workflow standard for digital, print and 3D projects

Achieved stellar performance in managing projects to completion, with nearly 100% delivery on-time and on-budget.

Served as lead 3D artist and Compositor on the mnemonic for the Mophie Super Bowl TV spot in 2015; also created pre-vis art for the 2011 VW Beetle reveal spot, "Black Beetle", during the Super Bowl.

Won several team awards, including the 2015 Interaction Award (for VW.com) and 2015 Bronze Cannes Lion.

Film Craft (for Mophie "All-Powerless").

GRAPHIC INDUSTRIES (IRVINE, CA) | 2004—2010

3D Artist / Shift Manager / Lead Photoshop Artist | 2007—2010

3D Artist / Lead Photoshop Artist | 2007

Lead Photoshop Artist | 2006—2007

Photoshop Artist | 2004—2006

Some but not all of my daily duties: Drove rendering, visualization and motion graphics to help secure and grow client base for this digital graphics production house. Managed 10-person teams consisting of full-time and freelance staff, ushering projects from concept to launch. Spearheaded 3D, motion graphics, and design projects for top clients such as Land Rover, Taylor Made, Jaguar, Verizon, Callaway, Kawasaki, Fat Burger, Suzuki, California Lottery Toshiba, and others.

Key accomplishments:

Hired as employee #1, playing an integral role in building a high- end post-production studio for visual and digital media.

Developed studio work-flow process and best practices from the ground up, working closely with the founder.

Launched the 3D and motion graphics divisions for the studio, creating a new profit center and expanding revenue base.

Featured in Communication Arts (Dec 2007) for graphics work done for International Surfing Museum, earning the 2007 Award of Excellence in a Poster Series

INSYNC MEDIA (TUSTIN, CA) | 2000—2004

Photoshop Artist

Key accomplishments:

Mastered Photoshop workflow and became a creative lead on design projects for national and POP ad campaigns for major clients such as Taco Bell, Lincoln, Jaguar, Mazda, Pac Sun, and others.

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EDUCATION

EXPRESSION COLLEGE FOR DIGITAL ARTS

(Emeryville, CA)

Associate of Arts in Digital Arts | 2000

EXPRESSION COLLEGE FOR DIGITAL ARTS

(Emeryville, CA)

Maya Certification | 2000

CONTINUED EDUCATION

ZBrush for Concept and Iteration | 2019

Learn Squared | UI & Data Design for Film | 2017

Motion Design | 2017

CG Society | Advanced Vray | 2015

SKILLS

3D Modeling, Texturing, Lighting, Rendering, Art Direction, Animating, Creative Direction, Compositing, Illustration, Drawing, Compassion, Listening, Leading, Woodworking, Drive to keep learning, Positivity.

TECHNICAL SKILLS

Maya; Rendering w/ Vray, Vray RT (GPU), Redshift, Adobe Creative Suite (Specializing in After Effects, and Photoshop, Illustrator) Headus UV Layout HDR Light Studio VirtualRig Studio Pro; Using Makerbot Makerware; illustration; Substance Painter, Substance Designer, Zbrush; Modo; 3D Studio Max, SynthEyes.