

GEOFFREY JARRETT

Crowd Artist & Animator

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Experience

Dreamworks Animation | Redwood City, CA (Oct 2007 – Feb 2015)
Crowd Artist

- Crowd artist on 9 projects including Madagascar 2 & 3, Megamind, Puss in Boots and Home.
- Lead scene development and sequence setup for delivery to downstream departments.
- Populated scenes with background characters to create dynamic scenery with high level of detail using Massive, Maya and internal technologies.
- Staged, composed and edited small (3) to large (70k+) number of characters adding complexity and detail to the environment.
- Key framed crowd character animation to interact with hero characters and add variation to the shot.
- Documented procedural workflows to increase team efficiency and productivity.
- Tested and evaluated new crowd simulation software for use in production; presented analysis and recommendations to crowd supervisors and production managers.
- Mentored incoming crowd artists and lead training in an effort to quickly scale onboarding and throughput across teams.

Dreamworks Animation | Redwood City, CA (Mar 2006 – Oct 2007)
Technical Resource Administrator/ Render Wrangler

- Managed production shots for 6 productions, focusing on completing render submissions to meet artist and department deadlines.
- Monitored all critical operational studio systems acting as first point of escalation.
- Helped production technical directors troubleshoot and resolve various rendering issues.
- Worked with Digital Operations teams to diagnose render farm issues.
- Trained incoming technical resource administrators.

MOVA | San Francisco, CA (May 2005 – Mar 2006)
Motion Capture Assistant

- Motion capture rig setup optimizing camera positions to capture data for use in console and PC video games.
- Recorded action sequences for various game projects via motion capture technologies.
- Cleaned motion capture data providing production quality animation for games.
- Performed various action sequences wearing motion capture suit, saving actor costs for project pitches and proposals.

Skills & Software

- Maya, MotionBuilder, Houdini
- Animation
- Layout and Composition
- Modeling, Rigging, Texturing
- Renderfarm Management
- Motion Capture
- Adobe Creative Suite
- MS Windows & Office
- UNIX, Linux
- Google Apps
- Interior Design and Construction Coordination

Education

Carnegie Mellon University
Pittsburgh, Pennsylvania

Bachelor of Arts
Major: Creative Writing
May 2003

Ex'pression College for Digital Arts
Emeryville, California

Bachelor of Applied Science
Major: Animation & Visual Effects
June 2005

Other Experience

- Graphic/Video specialist at KEECO Inc. textile company - San Francisco, CA
- Security Officer at Carnegie Museum of Modern Art - Pittsburgh, PA

Organizations

ASIFA Hollywood
ASIFA San Francisco