

Jonathan Fitzgibbons

3D ARTIST/PRODUCER

SKILLS

- **Leadership**
Producer, Tutor, SGDA President
- **3D Modeling**
Autodesk Maya, Autodesk Mudbox, ZBrush
- **PBR Programs**
Substance Painter, Substance Designer
- **Design Software**
Photoshop, Illustrator, InDesign
- **Engines**
Unreal 4, Hammer, Unity
- **Animation Software**
Autodesk Maya, Source Filmmaker, Animate CC

EDUCATION

- Art Institute of Phoenix,
Bachelor of Arts Game Art & Design, June 2017

INTERESTS / HOBBIES

- **2D/3D Animation**
Animate CC, Maya, and Source Filmmaker
- **Storyboarding**
Shield of Achilles short film (Jan. 2017-present)

PROJECT EXPERIENCE

- **Computer game producer**
(Project: "Amygdala", Oct. 2016-present)
Scheduled and managed a team of 10 developers in addition to contributing art assets such as character models and animation
- **Mobile game producer**
(Project: "Subversion", Jan.-Mar. 2017)
Led a team of 6 developers to create a mobile puzzle game in only 11 weeks
- **Computer game producer**
(Project: "Phantasm", 2015)
Coordinated a team of 8 people to design and develop a conceptual game prototype
- **SGDA President**
(Art Institute of Phoenix, 2015-present)

HONORS

- **Alpha Beta Kappa National Honors Society**
(Inducted August 2016)
- **President's Honor Roll**
(Art Institute of Phoenix: Dec. 2014-June 2015, Oct. 2015)
- **Dean's Honor Roll**
(Art Institute of Phoenix: Oct. 2014-present)

CONTACT

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