

JORDYN RENNEMANN

Contact

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jordynmarieart

Pipeline Skills

- Visual fx and motion graphics
- 3D Modeling, retopping, UV editing
- Texturing and custom shaders
- 3D Rigging props, creatures, and characters
- Compositing 2D and 3D elements
- Scripting for animation, pipeline production, and efficiency

Software

- **Adobe:** Photoshop, Illustrator, InDesign, Substance Painter, Premiere Pro, After Effects
- **3D:** Maya, Blender, Renderman, Houdini, Nuke, Cinema 4D, Unity, Unreal Engine, mgear, Arnold, Mel and Python Scripting

Scenics

- Themed entertainment scenic artist for Universal's Wicked store
- Faux wood painter at Epic Universe
- Drop mural painter for Disney contract

Photography

- Theme park experience
- Lighting equipment setup
- Editing in Lightroom + Photoshop

Short Film Festivals

Toronto Nollywood Film Festival
Overmountain Animation Festival
Orlando Film Festival
LA Film Festival

Experience

Scenic Painter | Adirondack Studios

Oct. 2024 - PRESENT

- Scenic painter responsible for delivering painted assets based on concept art designs for themed entertainment.

Park Photographer | Walt Disney World DCP

June 2024 - Oct. 2024

- Engaged park guests while photographing lasting memories.
- Served guests by printing and finding lost photos.

3D Character Artist | Compreer Entertainment

Sept. 2023 - July 2024

- Modeled, textured and rigged complex characters and creatures based on approved concept art.
- Utilized Maya, Substance Painter, Unity, and Blender.
- Reported weekly comprehensive updates to team.

Lead Photographer | CADY Studios

May 2022 - July 2023

- Managed teams of 5-10 professional photographers in studio and on location, including scene setup and quality checks.
- Captured hundreds of students photos with care and detail.

Lead 3D Rigging and Environment Designer

University of Central Florida

August 2021 - May 2023

- Produced a visually stunning 3D animated short film titled "Superstitious" on a team of 10.
- Lead rigging and environment designer, while contributing polished animation and visual effects.
- Managed environment assets, set dressing, animations, and render scenes in Maya with Substance Painter and Renderman.

Freelance Graphic Designer | Jordyn Marie Art

Aug. 2022 - Oct. 2023

- Digital illustrator for "My Wild and Unbelievable Story: Spaghetti Forest" and sequel using Illustrator and InDesign.
- Designed a brand identity including logo, brand collateral, and social posts for Bobalicious using the Adobe suite.

Education

University of Central Florida BFA Emerging Media Character Animation | Minor in Cinema Studies

- Burnett Honors College
- Pegasus Silver Recipient

August 2019 - May 2023

Facial Rigging 101 Certification Rigging Dojo

November 2023

SIGGRAPH Student Volunteer LA Conference

Assisted viewers in the Virtual Reality Lab

August 2023