

JORDYN RENNEMANN

Realtime Technical Artist

✉ jordyn.rennemann@gmail.com
in www.linkedin.com/in/jordynrennemann
🌐 jrennemannportfolio.com (Portfolio)

SKILLS

- Interactive design and theming
- Realtime 3D modeling, texturing, & rendering
- Cloth and groom simulations
- 3D rigging & animating
- Scripting: pipeline production and efficiency (Python, MEL, C#)
- Motion Capture Studio Trainee
- Projection Mapping
- Art Installation, Painting, Spraying, Sanding, Vinyl, Lift Certified

SCENICS

- Faux wood paint & awnings (Epic)
- Blacklight drop mural (Disney)
- Level 99 escape room production with large vinyl and airbrushing
- Projection mapping (Art Cube- Interstruct)

SOFTWARE

- **3D:** Maya, Blender, Renderman, Houdini, XGen, Nuke, mGear, ZBrush, ngskintools, Marvelous Designer, Substance Painter, Rhino, Touch Designer
- **Motion Capture:** Vicon eclipse, Shogun, Motion Builder
- **Engines:** Unity, Unreal Engine
- **Production tools:** Perforce and Jira

EDUCATION

MS Interactive Entertainment: Technical Art

Aug 2025- Present
University of Central Florida
Florida Interactive Entertainment Academy

BFA Emerging Media: Character Animation

Aug 2019- May 2023
University of Central Florida
Minor: Cinema Studies
GPA: 3.9

Rigging Dojo

Facial Rigging 101 Certification

EXPERIENCE

- **Technical Artist & Rigging Lead**
Wanderlust Studios FIEA | Orlando, FL
Nov 2025 - Present
 - Creating and managing real time character rigs and simulations for a third-person, fantastical post-apocalyptic game in Unreal Engine.
 - Developing easy foliage creation tools, creating character animation blueprints, enhancing lighting, and optimizing visual gameplay.
- **3D Rigging & Environment Lead**
University of Central Florida | Orlando, FL
Aug 2021 - May 2023
 - Collaborated with a team of 10 to produce a visually stunning, 3D animated short film titled "Superstitious."
 - Rigging and environment lead while also contributing animation and visual effects to the film. Managed character rigs, environment assets, animation files, and render scenes.
- **3D Character & Creature Artist (Contract)**
Compreer Entertainment | Remote
Sep 2023 - Aug 2024
 - Delivered assets such as 3D character and creature models, UVs, textures, and materials for a sci-fi Unity game.
 - Utilized Maya, Blender, Substance Painter, and Unity.
- **Themed Entertainment Scenic Artist**
Adirondack Studios | Orlando, FL
Oct 2024 - July 2025
 - Contributed actively to set and prop design development for theme parks, escape rooms, cruise ships, and stores.
 - Interpreted concepts and executed the design, paint, and texture for elements in immersive attractions and experiential installs.
 - Lift certified, accustomed to heights and heavy equipment.
- **Disney Theme Park Photographer**
Disney College Program | FL
June 2024 - Oct 2024
 - Captured memorable guest experiences in fast-paced, high-volume environments using professional photography techniques.
 - Provided excellent customer service while working with guests to print and purchase photos.
- **Lead Photographer**
CADY Studios | Orlando, FL
May 2022 - July 2023
 - Managed teams of 5-10 people in studio and on shoot locations including scene setup and quality checks.
 - Promoted to lead photographer based on excellent business outcomes as individual contributor.

ACCOMPLISHMENTS

SIGGRAPH Student Volunteer Conference 2023:

Student Virtual Reality Lab assistant for equipment and user experience

Short Film Festival Animation Awards

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