

Jessica L Wolff
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Employment History

2K Games – September 2011 – September 2012

Quality Assurance Tester – The Darkness II, BioShock II (Mac), Borderlands 2, etc

- * Identified current and potential defects in all aspects of the product including gameplay, interactive environments, & AI behavior across multiple platforms (X360, PS3, PC, Mac)
- * Communicated effectively with developers and team members, both locally and overseas
- * Tested the title in accordance with Sony Computer Entertainment's Technical Requirements Checklist

VideoIdeasTV.com – July 2011 – Present

Camera Operator – US Convention Team

“Walking In LA” – April 2012 – June 2012

Freelance Animator/Composer

- * Character design and animation for a fantasy sequence in an upcoming webseries

Commission for Vanessa Adão – July 2011

3D Modeler - Product Renders and Object for Rapid Prototyping

- * Created a 3D model appropriate for solid printing, based on artist sketches

Prime Focus – January 2011 – June 2011

3D Conversion/Depth Artist (View-D) – Star Wars: Episode I, Green Lantern, Transformers 3

- * Converted standard footage for 3D viewing on library titles and feature film releases
- * Assisted in the testing and creation of new techniques and supporting pipeline for future high-profile projects

2K Games – December 2009 – November 2010

Quality Assurance Tester – Mafia II, Mafia II DLC, Duke Nukem Forever

Stonebale Productions – November 2009

Lead Animator

- * Completed a 3 minute viral video, building upon the work of the previous Lead Animator

Lotus Junction/Realty Business Services – May 2009 - November 2009

Data Entry / Internet Advertising Agent

- * Provided a persistent online presence for clients in the real estate industry
- * Interacted with clients, adjusting advertising campaign to their specific needs

J. P. Rapsallion – Mar 2009 - May 2009

"The Living Corpse" – Pre-Visualization & Asset Modeling

Eric Wo – Mar 2009

3D Animation

- * Created a 60 second demonstration for a new audio-visual product

Digital Animation & Visual Effects School – Oct 2008 - Dec 2008

"Defying Gravity" Music Video – NYC Flight Sequence Lead

- * Oversaw team of 4 in development of assets & animation for CG environment
- * Built, rigged, and animated CG Pigeon to interact with live action talent
- * Performed Production Assistant duties on greenscreen shoot

Digital Animation & Visual Effects School – Oct 2008 - Dec 2008

Teaching Assistant

- * Supported Instructor in providing a firm foundation for students
- * Researched and provided reference for student projects
- * Critiqued student work, offered advice, & taught additional techniques as needed

Hollywood Video – Aug 2005 - Nov 2007

Shift Director

- * Managed 2-4 Guest Service Representatives
- * Responsible for nightly accounting & daily deposits of up to \$3500
- * Assisted Store Director in management tasks

United States Army – May 2001 - Nov 2004

Satellite Communications Systems Operator & Maintainer – Specialist (E4)

- * Provided vital communications via satellite link to personnel in the field
- * Challenged daily on physical and mental abilities
- * Upheld core Army values of loyalty, duty, respect, selfless service, honor, integrity, & personal courage

Education

DAVE School (Digital Animation & Visual Effects) – Orlando, FL

United States Army Satellite Communications Training – Fort Gordon, GA

University of Montana – Missoula, MT

Port Angeles High School – Port Angeles, WA

Software Proficiencies

Lightwave 10	Eyeon Fusion
3D Studio Max	Photoshop CS4
Maya	Motion Builder
Test Track Pro	JIRA
Boujou	Syntheyes
PFTTrack	Microsoft Word & Excel
Adobe Premiere	Open Office Suite

Additional Skills

40+ WPM Typing Speed

Basic HTML programming

Excellent verbal and written communication skills

Traditional Art Background (Pencil, Ink, Clay, Origami)

IMDB: <http://www.imdb.com/name/nm4773678/>