Jon Giacalone

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Summary

Concept Artist / 3D Modeler and Texture Artist working in Virtual Art Department (VAD)

Experience

Senior Illustrator / 3D Concept Designer
The Walt Disney Studios
Feb 2021 - Jul 2022 (1 year 6 months)
Created Concepts / Assets / Environments in a Real-time / VAD Production for film (Untitled Lion King Prequel)

3D Generalist
Happy Mushroom
Mar 2020 - Feb 2021 (1 year)
Created Concepts / Assets / Environments in a Real-time / VAD Production for film
(Black Adam, Why Women Kill)

Using: Unreal, Maya, Zbrush, Substance Painter, Mixer

3D previsualization modeler
Proof Inc
Aug 2019 - Mar 2020 (8 months)
Creating Characters for film, using Zbrush, Maya and Substance. Optimizing for use in Maya viewport for previsualization and post for film. (Tomorrow War, Thunder Force)

Owner
Outtaphocus Studios
May 2011 - Mar 2020 (8 years 11 months)

3D Character/ Environment Artist
BOSA Visual
Oct 2017 - Jul 2019 (1 year 10 months)

CG Artist
RSA Films
Mar 2019 - Mar 2019 (1 month)
Contracted work for short film. Responsible for texturing Chateau and other assets.

3D Modeler/ texture artist

Happy Mushroom

Oct 2017 - May 2018 (8 months)

3D Modeler

Universal Studios Hollywood

Jan 2018 - Mar 2018 (3 months)

Contract work for themepark

3D Character Modeler

The Playtone Company

Nov 2017 - Dec 2017 (2 months)

Concept Artist and illustrator

Accending Dreams

2014 - 2015 (2 years)

Created Characters, Creatures , vehicles and environments from Concept to Full Illustrations for Published novel.

System Analyst

The Mercadien Group

Apr 2009 - May 2011 (2 years 2 months)

Working with Microsoft Server 2012, 2008, and 2003. Exchange Server 2007, 2010, and Office 365. Work with Windows XP, 7, 8, 8.1. Microsoft Products, Adobe Products, and Banking Software Quickbooks and PeachTree. Hardware Dell Power Edge Servers, Cisco Switches, SonicWall Firewall, VMWare.

Education

Gnomon School of Visual Effects, Games + Animation

Digital production for Entertainmen, Certificate in Digital Production

2015 - 2017

Gnomon School of Visual Effects, Games + Animation

Entertainment Design

2011 - 2012

Skills

ZBrush • Maya • Substance Painter • Texturing • 3D Modeling • Graphic Design • Digital Photography • Concept Design • Illustration • Project Management