

Jarrold Davis

Email: jarrod@jarroddavis.com

Phone: (210) 355-6433

LinkedIn: <https://www.linkedin.com/in/jarrold-davis/>

IMDB: <https://www.imdb.com/name/nm1449643/>

I am an Emmy-Award-winning technical artist, visual effects artist, animator, and software developer with a demonstrated history of working in the games, film, television, and computer software industries. I pride myself on problem solving, adaptability, and reliability. I love to work where art and technology intersect!

Awards / Nominations:

- **Winner: 2003 Primetime Emmy Award**, Outstanding Special Visual Effects for a Series: *Firefly*
- Nominee: 2004 Primetime Emmy Award, Outstanding Special Visual Effects for a Miniseries, Movie or a Special: *Battlestar Galactica*
- Nominee: 2007 Primetime Emmy Award, Outstanding Special Visual Effects for a Miniseries, Movie or a Special: *Eureka*
- Nominee: 2007 Primetime Emmy Award, Outstanding Special Visual Effects for a Miniseries, Movie or a Special: *Drive*

Work Experience:

SENIOR TECHNICAL ARTIST | Unannounced Warhammer IP Title | 2023 – 2025

Jackalypic Games, Remote

- Worked closely with the Design, Visual Effects, Engineering, and Environment departments as well as the Art Director.
- Created Materials and Material Functions to enable UI, VFX and Design while solving technical art problems and adding capabilities as required.
- Modified existing HLSL shaders to add required functionality.
- Created Post-Process effects for gameplay abilities.
- Introduced the Niagara UI Renderer plugin to add particle support to the UI.
- Created an adaptable, spline-based animated track system for vehicles.
- Adapted and expanded the base Lyra Animation Blueprints to project needs
 - Expanded the primary locomotion state machine to suit our game's custom style.
 - Added additional gameplay tag support, montage slots, logic-based blending, and multiple aim offsets.
- Helped create Templated Animation Blueprints to support multiple animation stances and various character classes and sizes from a unified framework.
- Helped establish and document the animation pipeline, including the design documents for our custom animation export tool.
- Created debug and analytical Editor Utility Widgets tools for animators.
- Enhanced the in-game cinematic pipeline with new functionality.
- Established a pipeline for creating animated static meshes using VATS.

SENIOR UNREAL TECHNICAL ANIMATOR / CINEMATIC DESIGNER | 2020 – 2022

Leidos, San Antonio, TX

- Helped ship two VR training products to the 16th Air Force.
- Collaborated with all team disciplines to solve technical animation and art challenges in Unreal Engine.

- Developed modular character blueprints for NPCs based on Epic's Metahuman.
- Developed animation blueprints for NPCs, for interaction and locomotion.
- Responsible for rigging of characters and aircraft parts and accessories with dynamics.
- Created a pipeline and custom tools in MEL for converting Metahuman facial rigs to blendshapes for use with OC3's FaceFX software.
- Integrated the Unreal FaceFX plugin into character blueprints.
- Helped develop modular master materials in UE4/5.
- Developed cinematic sequences to replicate VR interaction with standard PC controls for dual-format access.

UI/UX DEVELOPER | Staff, Multiple Projects | 2014 – 2020

NewTek, Inc. San Antonio, TX

- Design, implement, maintain and update user interfaces for the TriCaster™ and NDI® family of products, using XAML and C#.
- Visual designer and co-developer of NDI Telestrator.
- Co-developer of the NewTek LiveGraphics system.
- Designed and developed the LiveGraphics Creator extension for After Effects using Adobe CEP (HTML/JS).
- Created documentation and tutorials for LiveGraphics.
- Developed web applications for several TriCaster and NDI products.
- Responsible for designing and implementing exterior graphics for all NewTek hardware products, including control surfaces and cases.

SUPERVISING CONTENT ENGINEER | Staff, Multiple Projects | 2007 - 2014

NewTek, Inc. San Antonio, TX

- Designed and built virtual sets for the LiveSet system for TriCaster, while supervising the content team. Over 20 sets are currently shipping.
- Created or supervised the creation of around two dozen broadcast title templates (lower thirds, over-the-shoulders, etc.)
- Created all animated transitions and animation stores shipping with TriCaster, as well as several demo animations.

FREELANCE VISUAL EFFECTS ARTIST | 2011-2018

Self-employed / contract, San Antonio, TX

- Produced visual effects for independent feature and short films:
 - Montford: The Chickasaw Rancher
 - Te Ata
 - The Adventures of Pepper and Paula
 - Unlimited
 - Angel Dog
 - Luminous (short)
 - Squeezebox (short)

VISUAL EFFECTS ARTIST / SUPERVISOR | 2002 - 2007

ZOIC Studios, Culver City, CA

- As a VFX supervisor, was responsible for spotting and bidding projects, along with a producer.
- Was on set and in production meetings as required to interact with producers and directors.
- Led teams of VFX artists and composers to deliver shots at a rapid pace, on budget, and meeting the needs of the production.
- As an artist, designed and executed visual effects shots.
 - Tracking, modeling, 3D animation, lighting, rendering, and compositing.
- Created over 50 tools and scripts to automate processes and assist artists in various tasks.

- Notable television and feature film titles include:
 - Serenity (feature film)
 - Firefly
 - Battlestar Galactica
 - 24
 - Eureka
 - Star Trek: Voyager and Enterprise
 - Linkin Park: Pts. of Atrhty (music video)
 - Century City
 - E-Ring
 - CSI
 - Ghost Whisperer
 - House, M.D.

VISUAL EFFECTS ARTIST / ANIMATOR | 1999 - 2002

Foundation Imaging, Valencia, CA

- Animation and visual effects for *Star Trek: Voyager* and *Enterprise*.
- Animation and visual effects for the animated television shows *Roughnecks: The Starship Troopers Chronicles*, *Max Steel*, and *Dan Dare*.

VISUAL EFFECTS ARTIST / ANIMATOR | 2000

Digital Domain, Venice, CA

- Visual effects (texturing, lighting, rendering) for two Ericsson commercials, one Global Crossing commercial, a video for the Experience Music Project, and a CG treadmill for a Lubriderm commercial.

Skills:

Game Engines & Tools: Unreal Engine 5, Blueprints, Niagara, Animation Blueprints, Materials, Material Functions, UMG, Editor Utility Widgets

Shader & Tool Programming: MEL, Python, Javascript, some HLSL

DCC Software: Maya, Blender, Substance Painter, Photoshop, FaceFX, After Effects, Premiere

Production Tools: Perforce, Jira, Slack, Teams, MS Suite, Google Suite, Adobe Creative Cloud