

## Jason R. Zyla

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### Education

International Academy of Design and Technology, Troy, MI  
Bachelor of Fine Arts in Game Design  
Graduated June 2009

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### Skills and Project Work

- Environmental modeling
  - UVW unwrapping
  - Texturing
  - Character rigging
  - Simple animation
  - 3d engine art pipelines
  - 9 years experience with Bioware Aurora Toolset
  - Level design
  - Project management
  - Designed and built levels for Flash game "Spaceship SOCKS"
  - Designed, built, and textured suburban house game level and imported to Torque Game Engine
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### Software Proficiencies

- 3ds Max 7 – 2010
  - Adobe Photoshop 7 – CS4
  - Adobe Flash 7 – CS4
  - Adobe After Effects
  - Zbrush 3.1
  - Torque Game Engine and Torque 3d
  - Bioware Aurora Engine Toolset
  - Microsoft Project
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### Digital Portfolio Review

[www.nfxstudios3d.com/portfolio.html](http://www.nfxstudios3d.com/portfolio.html)

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### Work Experience

September 2009 – Present  
Adjunct Instructor, ITT Tech, Troy, MI

- Develop and execute lesson plans
  - Develop and guide student projects
  - Perform administrative duties such as grade books, attendance, and student reviews
  - Instruct students in general design principles
  - Instruct students in the use of Photoshop, 3ds Max, Dreamweaver, and After Effects
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May 1997 – Present

Owner, NFXStudios

- Developed yearly product line of Halloween masks
  - Molded, cast, painted, and applied hair to all finished products
  - Sculpted and directed sculpture of yearly product line
  - Ran day to day business operations, including customer service
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August 2004 – May 2008

Hollywood Video, Mt. Clemens, MI

- Shift Leader
  - Managed opening and closing shifts
  - Assisted in computer upgrades
  - Serviced customers
  - Performed closeout duties and book balancing
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May 2000 – October 2001

Stampings, Inc, Fraser, MI

- Performed die setting duties
  - Trained for night foreman duties
  - Responsible for nightly work orders
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August 1994 – May 2000

Noble Metal Forming, Clinton Township, MI

- Performed die setting duties
  - Supervised night shift laser welding operations
  - Supervised night shift stamping production
  - Responsible for nightly work orders and production reports
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