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# Jovian Finch Nordgren

Technical Artist, 3D Generalist

Quality Engineer



## EXPERIENCE

### TECHNICAL ARTIST @ LEFT TURN STUDIOS

Seattle, WA / Remote (January 2022-January 2023)

*Snuggles the Unicorn, Grapple Star (working title)*

- End-to-end prototyping and rapid development of assets including: model, texture, rig, animation, shader, VFX, code, and prefab.
- Research, acquire, cleanup, optimize, and modify outsourced assets.
- Develop in-house tools, evaluate and implement third-party tools.
- Investigate and solve issues in the project with workflows, assets, and code.
- Collaboratively solve business and project challenges within a small team.

### FREELANCE & CONSULTING

Seattle, WA (October 2019-December 2021)

- Coordinate between client and customers on business/project needs.
- Achieve client satisfaction with proactive and reactive measures.

### TEST ENGINEER @ BUNGIE, INC

Bellevue, WA (May 2015-May 2019)

*Destiny: The Taken King, Destiny 2, D2: Curse of Osiris, D2: Forsaken*

Test Engineer (2017-2019), Quality Assurance Tester (2016-2017),

Embedded Tester: Contract with Randstad USA (2015-2016)

- Studied and evaluated content workflows to discern points of failure, averting future errors, increasing fix rate, and improving product quality.
- Analyzed and investigated runtime memory concerns in areas of risk, steering project into memory budget to meet launch deadlines.
- Developed tools and practices to slash workflow time cost by up to 90%, facilitating test efforts that were once prohibitively expensive.
- Established and documented workflows to bolster team performance, promoting faster training and fostering self-reliance.

3D Generalist on *Destiny 2 Ambient Life project* (2017, 2018)

- Created ambient-life character assets in Destiny 2: owl and sea monster.
- Developed reactive NPC with custom animations and VFX.
- Prototyped interactive bee hive obstacle in demo game environment.

### ACADEMIC TECHNICAL ARTIST @ DIGIPEN INST. OF TECH.

Redmond, WA (2011-2015)

Technical Artist: Capstone Project: *Relic* (2014-2015)

- Established and evangelized art workflows that improved team efficiency.
- Collaboratively diagnosed and resolved pipeline issues and inconsistencies.
- Optimized assets for performance, memory, and rendering limitations.
- Authored and modified shaders, particle FX systems, and lighting in engine.
- Developed innovative mitigations for engine limits to achieve visual goals.

Animation Instructor: Project FUN (Summer 2013 & 2014)

- Developed curriculum, demonstrated subject material, managed classroom.

## PROFILE

Technical Artist specializing in prototyping, optimization, cleanup, and artist support.

Proficient in 3D art workflows, traditional art, animation, VFX, rendering, and performance.

Lightning fast learner, quality advocate, and team force multiplier.

## SKILLS

Realtime VFX, Lighting,  
 Rendering, Shader Authoring  
 3D Modeling and Sculpting:  
 Low and High Poly Workflows,  
 Model, Unwrap, Texture, Rig, Skin  
 Scripting: C#, Python, Lua, HTML  
 Traditional Art: Drawing, Painting,  
 Sculpting, Paper Prototyping  
 Animation: Traditional, 2D, 3D

## SOFTWARE

Unity 3D  
 Pixologic Zbrush  
 Autodesk: Maya, 3DS Max  
 Adobe: Photoshop, Illustrator,  
 After Effects, Premier, InDesign,  
 Substance Designer & Painter  
 Microsoft: Visual Studio, Word,  
 Excel, OneNote, PowerPoint

## EDUCATION

**BFA: Digital Art and Animation**  
DigiPen Institute of Technology  
Redmond, WA

**AA: General Studies**  
**Certificate: Digital Illustration**  
Everett Community College  
Everett, WA