

JASON PETHTEL

MATTE PAINTER | ENVIRONMENT ARTIST | CG GENERALIST

562-209-7213

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WWW.LINKEDIN.COM/JPETHTEL

SKILLS

ARTISTIC

- Painting
- Modeling
- Texturing
- Lighting
- FX
- Animation
- Compositing
- VR
- Previz

SOFTWARE

- Maya
- 3DS Max
- Cinema 4D
- modo
- Nuke
- Houdini
- Substance Painter
- Mari
- Vue
- ZBrush
- Photoshop
- After Effects
- Boujou
- Clarisse
- UDK
- Unity
- 3D Coat

EMPLOYMENT

MPC, Playa Vista, CA

Feb. 2017–Sept. 2017

DMP/Texture Artist - Virtual Art Department

The Lion King

Dreamworks Animation, Glendale, CA

Jan. 2016–Dec. 2016

Matte Painting Compositor

Trolls, The Boss Baby

Method Studios, Santa Monica, CA

Sept. 2015–Oct. 2015

Matte Painter

Target Commercial

Logan, Marina del Rey, CA

Aug. 2015–Sept. 2015

Matte Painter

Honda Commercial, NDA project

Mirada Studios, Marina del Rey, CA

Jun. 2015–Sept. 2015, Nov. 2015, Dec. 2016

Matte Painter, Generalist

Lexus Commercial, Short Film, Skechers Commercial

Rhythm & Hues, El Segundo, CA

Feb. 2015–Apr. 2015

Matte Painter

“Game of Thrones”

Won 2015 Emmy Award for Outstanding Visual Effects

Blur Studio, Los Angeles, CA

Oct. 2014–Feb. 2015

Matte Painter, One World Trade Center

Framestore, Los Angeles, CA

Oct. 2014–Nov. 2014

Generalist, Matte Painter

Target Commercial

Blizzard Entertainment, Irvine, CA

Apr. 2014–Oct. 2014

2.5D Artist, Cinematics:

“World of Warcraft”

“Hearthstone”

Charlie Company, Culver City, CA

Mar. 2014

Matte Painter

The Ant Farm, Los Angeles, CA

Jan. 2014–Feb. 2014

Matte Painter

Prologue Films, Venice, CA

Sep. 2013–Oct. 2013

Maya Generalist/Matte Painter

Rhythm & Hues, El Segundo, CA

Nov. 2012–Apr. 2013

Matte Painting TD:

“300: Rise of an Empire”, “Percy Jackson: Sea of Monsters”

EDUCATION

Parkland College

2010-2012

3D Computer Animation

John A. Logan College

2005-2006

Graphic Design

Southern Illinois University

2004-2005

Cinema & Photography

Lincoln Trail College

2002-2004

Associates' Degree in Arts/Sciences