



JENNIFER T VANMETER

CHARACTER EFFECTS ARTIST

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JenniferTVanmeter.com

(209) 536-8802

SOFTWARE & SKILLS

- Maya
- Houdini
- Qualoth
- nCloth
- nHair
- Xgen
- Nuke
- Mari
- PFTrack
- Mental Ray
- Renderman
- Substance Painter
- Arnold
- Photoshop
- After Effects
- Zbrush
- Mudbox

EDUCATION

SAE Expression - Bachelors of Applied Science for Animation and Visual Effects

3.78 GPA- Graduated with Honors

January 2015 - July 2017, Emeryville, Ca

Diablo Valley College

August 2009 - October 2013, Pleasant Hill, Ca

RELEVANT EXPERIENCE

Dreamworks Animation- Character Effects Artist- *Jan 2018 to present*

- Hair and cloth dynamics, Plant simulation, animation clean up, hair and cloth setups and prop animation.
- Creatively solve problems and achieve art direction for shot work.
- Worked on: How to train your Dragon: The Hidden World, Abominable, Trolls World Tour, The Croods: A New Age, Boss baby 2, The Bad guys and Puss in Boots 2.

Hominid VR- Environment Modeler- *October 2017 to Jan 2018*

- Modeled plants, rocks and lazy river.
- Set dress

Closed Circuit- Dynamics Lead- *March 2017 to December 2017*

- Performed R&D to create a stylized EMP explosion using Houdini software, which was composited in Nuke.
- Created nCloth setup and simulated blanket
- Developed crowd simulation in Houdini using 500 iterations of a custom robot rig.

ADDITIONAL EXPERIENCE

Manager- Grocery Outlet, Walmart, Big Lots- *5 years*

Customer service, Leading a team, Payroll, scheduling, Maintaining store structure.

Shift Leader - Togos - *5 years*

Customer service, leading a team, payroll, maintaining store structure, food handling.