

510-230-1698 JUDESURREAL@GMAIL.COM
PORTFOLIO: JUDELOREN.COM
PASSWORD: judefolio

JUDE LOREN: SENIOR TECHNICAL ARTIST

SKILLS

Production

Unity Development
Pipeline Development

Programming

Gameplay
Physics Sims
Shaders
Procedural Animation

Art

VFX
2D/3D Animation

STUDIO EXPERIENCE

Jam City

Tech Artist: 2018 - 2019

Senior Tech Artist: 2020 - Current

GAMES EXPERIENCE

Cookie Jam

Came in as the sole tech artist on the Unity engine port of the company's largest game, later building up a full tech art team.

Implemented all UI, VFX, animation, and gameplay assets for the first half of the project.

Educated art and engineering on Unity best practices, and developed the production pipeline.

Leveraged the affordances of the new engine to improve the look and feel of the game.

Cookie Jam Blast

Ported studio's other project to Unity, in a shorter time frame, using the processes developed for the previous project.

Worked with department leads to create an action plan to release on time, without crunch

Implemented all match game related assets, animation, and VFX.

EDUCATION

University of California, Santa Cruz

BA in Art & Design for Games & Playable Media
2016 - 2018