

Jonathan Kaplan | 3D Artist, Animator, and Designer

EXPERIENCE

Digital 3D Artist

Outward Inc. / Williams Sonoma

6/2022 to Present

San Jose, CA

- I work on Aperture, our platform, as a 3d team lead, creating photo-realistic environments in Blender (3d modeling, lighting, texturing, rendering, pipeline dev, look dev, QA).
- Participate in high-level product planning meetings and helped implement 3d pipeline processes to increase productivity.

3D Visualization Director and Assistant Designer

Mister Important Design

3/2016 to 5/2022

Oakland, CA

- Worked with principal designers to create 3d concepts, designs, and photo realistic 3d visualizations for major hospitality projects around the world (W Hotels, Hard Rock Hotels, etc.)
- Created budgets, elevations, and FF&E specification manuals.
- Participated in high level client meetings and design pitches.
- 3d pipeline/ outsource development and management.

3D Artist, Animator, 3D Designer

Steelman Partners

3/2014 to 4/2016

Las Vegas, NV

- Large scale output of stylized and photo realistic 3d environments via advanced modeling, lighting, texturing, and rendering techniques.
- Frequently created technical and architectural animations.
- Critiqued and mentored junior artists providing technical support and guidance for software and design challenges.

3D Art & Motion Graphics Director

Extensoft / Lifetimestock.com

2/2012 to 6/2014

Las Vegas, NV

- Engineered and managed the 3d workflow and render pipelines.
- 3d art and animation department lead artist.
- Directly worked with CEO on day to day startup operations.
- Research and development of technical animation/ design tools.

Associate Marketing & Art Director/ Senior Retail Design Officer & 3D Visualization Director

Ayala's Inc. Retail Concepts

4/2010 to 2/2012

Las Vegas, NV

- I worked with executive management to design and to bring original retail franchise concepts to life.
- I was involved in executive level design meetings and frequently contributed to the creation of RFP's.
- In charge of creating technical models, websites, photography, graphics, 3d visualizations, and animations for company wide use.

CONTACT

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SKILLS

3D Animation
3D Modeling
Illustration
Motion Graphics
Render Farm Admin
Arch-Viz
Environment Art
Graphics/ Web
Digital Photography
Art Direction
Outsource Management
Content Development
Project Management
3D Pipeline
Training/ Mentoring
VFX

SOFTWARE

3ds Max
Blender
Maya
Unreal
Unity
V-Ray
Adobe Creative Suite

EDUCATION

Bachelor of Science in Media Arts & Animation

The Art Institute of Las Vegas
Henderson, NV
2006 to 2010

Associate of Fine Arts

College of Southern Nevada
Las Vegas, NV
2004-2006