

Jason Mohan

FX - Lighting - Animation Artist

2545 Park Oak Dr. Los Angeles, CA 90068

(347) 668-3529,

email: jmohan00@earthlink.net, jason@mohan-conceptual.com

OBJECTIVE:

To actively contribute my skill set and ideas within any team related environment, while solving challenges as well as inspiring and being inspired by fellow artists.

QUALIFICATIONS:

Enjoy pushing the bar of expressing unique ideas and stories in unorthodox fashion.

- Diverse ongoing education
- Extensive freelancing experience
- Problem solving and creativity
- Balance and organization
- Multidisciplinary skill set

SOFTWARE REPERTOIRE/SKILL SET:

- Autodesk Maya
- SideFX Houdini
- The Foundry NUKE
- Adobe After Effects
- MentalRay
- V-Ray
- Adobe Photoshop
- Pixologic Zbrush
- HDRshop
- Digital Photography

WORK HISTORY:

Digital Domain, Venice, CA.

- Lighting Artist/CG Generalist (TRON Legacy 2010) Sep 2009 - Sep 2010
Responsibilities included Lighting/integration (Maya/Houdini), rendering (mentalRay/V-Ray), compositing (Nuke), heavy Photoshop imagery, pipeline problem solving in Linux.

Mohan-Conceptual (Freelance), New York, NY.

- VFX Artist/CG Generalist/Retouch Artist Jan 2002 - Oct 2007
Responsibilities included CG related dynamic simulations, modeling, texturing, lighting, digital photography, HDRI construction, rendering (mentalRay), heavy Photoshop imagery, client management.

EDUCATION:

(October 2007 - 2009)

- Bachelor of Science Degree in Computer Animation/VFX, Full Sail University, Orlando FL.
 - Received "Merit" Scholarship for my 3rd term.

(1998 - 2007)

- Field Education
Learned through highly explorative personal/freelance projects delving into traditional art, photography, scripting, digital painting, recording arts, web design, and extensive CGI disciplines.

EXHIBITIONS/ACTIVITIES:

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(2009)

- The Other Venice Film Festival 09. Venice, CA.

(2009)

- ACM Siggraph student volunteer for Siggraph 09. New Orleans, LA.

(2008)

- Autodesk student volunteer for Siggraph 08, Los Angeles, CA.

REFERENCES:

Cameron S. Moore
Winter Park, FL
United States
407.679.0100 x7371
cmoore@fullsail.com
Full Sail University
Studio Artist
Instructor

Amelia Carlo
South Ozone Park, NY
United States
718.843.5376
rhnd833@aol.com

Jennifer Wong
Orlando, FL
United States
407.671.3208
mjaw_1@yahoo.com

Wesley Ortiz
Winter Park, FL
United States
203.247.8786
wesley.ortiz@gmail.com
Full Sail University
Student
Project Team Member

Demitrius Lopez
Orange County, CA
United States
866.493.2332
iam@demitrius.com

Mike Alfaro
Winter Park, FL
United States
786.426.7530
alfamalke88@fullsail.edu
Full Sail University
Student
Project Team Member