

JAKEBLAIS

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Software

AutoCAD 2000i to 2008, Alias Maya, Hexagon, Renderman Artist Tools, Autodesk Combustion, Right Hemisphere Deep Exploration, AirMagnet Survey, all MS Office XP applications, Gimp, Adobe Photoshop, After effects, Image Ready and Illustrator, Macromedia Flash, Dreamweaver, and Fireworks. I am proficient with Mac osX, and can work from a Unix terminal or DOS command line. I also speak Action Script, Html and some MEL and C+.

Experience

September 2007 to December 2007 University of Massachusetts Amherst, Ma Center for Knowledge Communication

Instructor: Modeling for 3D animation

Instructor: Fundamentals of Maya

Taught undergraduate level students in the use of Hash Animation Master. The focus of the class was on modeling and texturing using Hash's bias spline modeling system.

Fundamentals of Maya was a directed intense self study. I formed a curriculum where students would explore and familiarize themselves with modeling using NURBS, Polygons and Subdivisions, with texturing, lighting, and basic animation.

Jan 2007 Bitfilms Amherst, MA

Technical Director under Chris Perry

Alias Maya animation and technical direction assistant for the animated short "Incident at Tower 37."

- Updating and editing character and camera animation.
- Writing MEL scripts
- Debugging and preparing Renderman renders using RAT.

March 2007 to December 2007 CCR PYRAMID Waltham, Ma

Engineering Consultant / Creative Director

As creative director, I am responsible for creating marketable graphic presentations, utilizing 3D illustration and 2D illustration techniques to enhance client understanding of engineering practices. I also create architectural drawings using AutoCAD for information technology in architectural applications.

Oct 2006 to Present Freelance South Hadley, MA

Designer/Fine Artist

I focused on 2d and 3d production and promotional design and illustration. I utilized industry standard software, such as Dreamweaver, Flash, Photoshop, Illustrator, Maya, Hash AM, AutoCAD and others, to enhance client

conceptualizations and realize the potential of client ideas. I create 3D models for industrial design, patent imaging and multimedia illustration content.

Sample Projects:

- SunPiper Media, R.H. Lewis, *Lottie Little and Lottie Little, Curse of the Snow Ghost* cover design and interior illustration.
- Website: Dr. Richard Renaud, Orthopedic Surgeon; <http://www.renaudorthopedics.com>,
- Website: Entertainer Dick Lewis; <http://www.uncletubby.com>
- Website: Pukubaby children's accessories; <http://www.pukubaby.com>

Feb 1999- Oct 2006 Dan Dailey Inc.

Kensington , NH

Studio Assistant

Assisted in all aspects of production, from design to installation, glass and non-ferrous metal sculptural art, including architectural installations. A typical project involves the translation of concept sketches into a finished piece of fine art. This process includes creating 3-dimensional mechanical drawings with CAD software and coordinating the production of subcontracted parts. Modeling in wood, foam, plaster, clay or wax. This also requires molding in various silicone rubbers and plaster refractory materials. Finishing and final construction include torch working glass parts, kiln casting and cold forming of glass, fabricating ferrous and non-ferrous architectural and sculptural metal details and assembling and installing. I also work on much of the in-house digital imaging of finished works. I have headed large scale public and private installations in Hartford, CT, New York, NY, San Francisco, CA and Aspen, CO and have been responsible for the engineering and execution of four commissioned earthquake resistant chandeliers. I last headed a project to create four large chandeliers from design to installation, for our California gallery.

- Skilled in the use of AutoCAD, Photoshop, Rhino CAD and Adobe Illustrator.
- Skilled model maker in wood, wax, foam and plaster.
- Skilled mold maker utilizing RTV silicones, polyesters, latex and gypsum based molds.
- Can competently interpret sketches and blueprints and translate them into 3- dimensional forms.
- Proficient metal smith: able to fabricate brass and bronze sculpture.
- Proficient glassworker, capable of many techniques including: cold working, kiln casting, P.D.V, flame working, laminating and glassblowing.
- Able to lead an installation team and complete large-scale installations in a variety of conditions.

Feb 04- Nov 04

Riverbend Furniture

West Springfield, MA

Designer

Design and build modular upholstered furniture and individual pieces, using hand drawing, and CAD software.

Education

2004-Spring 2007 UMass Amherst, University without Walls BA

Animation

I returned to complete my higher education goals, and in so doing I wrote my own course of study approved by a board of educators. I focused on Graphics for design and Animation. Primary software used were: Macromedia Flash, Dreamweaver, Hash: Animation Master, Alias Maya, Adobe Photoshop and Illustrator.

1992-1996 University of Massachusetts Dartmouth , MA

Fine art

Major course of study was sculpture. My focus was on fine art and design. I completed four semesters and held the position of news editor at the student paper.

1993-1994 USNavy Basic and C School Orlando, FL Gulfport , MS

Construction Mechanic 3rdClass

Basic Navy training, including seamanship damage control, firefighting, leadership. In CB C school training I studied construction mechanics, fluid systems, diesel powerplant mechanics and electronics. I was placed in charge of a class squad of nine mechanics. I coordinated and oversaw all daily military activities for the class both in school and out.

1988-1992 Bristol Plymouth Reg. Voc. HS Taunton , MA

Commercial design/Mechanical Drafting

In addition to academics, I studied 2000 hours of commercial art and design and mechanical drafting. Extracurricular achievements include: Newspaper editor, Vice president of S. Eastern Regional Student Council, Vice president of National Honor Society, State silver medalist and regional gold medalist Vocational Industrial Clubs.