Jameson Traivis A. Rebutoc

Art   3D Model   Design   Code   Psychology

jameson_rebutoc@sfu.ca

(778) 668 - 9466

https://bit.ly/2Alb94m

Profile

I want to use my technical skills and knowledge to create entertaining, fun and awesome games, while also applying my design abilities to help improve the visual appeal of physical and digital projects. Furthermore, my genuine interest in psychology can potentially enhance and help me in applying these skills on my projects, and contributing to my colleagues and workplace.

Abilities

Adobe & Office
Photoshop, Illustrator, Word, Excel, Powerpoint

Developing Software
Processing, Eclipse, Unity, Atom, Sublime, GitKraken

Code Language
C#, HTML5, CSS3, Java

Prototyping
Axure, Proto.IO, Justinmind, Invision

3D Modelling
Autodesk Maya, Mental Ray, Google Sketch Up, AutoCad

Art & Animation
Sketching, Wacom Cintiq, Digital Arts, Spriter, Autodesk Sketchbook

3D Modelling Projects

Virtual Reality Project | Echo   Summer 2017

An immersive virtual reality project consisting of both a digital environment and a physical set-up. The user takes the role of a mother polar bear who must seek her cubs using a marco-polo game mechanic. The difficulty of this goal is dependent on the real lifestyle of users. This project seeks to inform and warn the players of how their everyday decisions can negatively impact the home of polar bears.

- Led the entire project (directed positions, tasks, logistics and other essentials)
- Curated and composed the entire form, storyline, and mood of the project
- Created all 3D models and most animations in Autodesk Maya 2016
- Created the ambiance, atmosphere and environment in Unity
- Completed the project within an intersession course

Animation Video Project | Polygone   Fall 2016

A 3D animated video of 4 explorers seeking a jewel and must go through a montage of a long journey of several environments and locations. This was my first exposure to 3D modelling and animation. This project also inspired me to become a 3D modelling artist.

- Ideated the narrative plot, settings, and environment
- Conceptualized and designed most of the environments
- Created the environment in Autodesk Maya 2016
- Rendered the environments using Mental Ray 2016 and Adobe Photoshop

Video Game Projects

Unity Game Project | Dark Ages   Spring 2017

A narrative game where the player controls "Solis", a boy in a post-apocalyptic world engulfed by monsters. The player's goal is to explore the environment and to progress the narrative by navigating Solis a safe passage to a safe sanctuary at the top of the highest mountain.

- Ideated the narrative plot, settings, and interaction
- Inspired the atmosphere, mood, and environment of the game world
- Conceptualized and designed the main character using Adobe Photoshop
- 2D animated the character sprite using Spriter
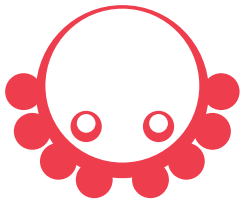
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Unity Game Project | Hero   Spring 2016

A branching narrative game where the player controls a stickman that jumps on word platforms, where each word is the sentence of a story. At the end of each sentence (level of the game), the user chooses a word that changes the narrative of the game.

- Ideated the narrative plot, settings, and interaction
- Inspired the atmosphere, mood, and environment of the game world
- Conceptualized and designed the main character using Adobe Photoshop

Processing Game Project | Sorcerer's Slime   Spring 2014

A programming intensive game where the player controls a slime and must pick up random objects on the laboratory floor to protect itself from monsters. Each random object changes the element of the slime: fire, ice, electric and void. This was an individual project.

- Ideated and conceptualized the game mechanic
- Coded the entire game
- Created all the visuals and assets using Adobe Photoshop

Fine Art Projects

Traditional Art Project | Art Journal   Spring 2018

A journal composed of various physical drawings using traditional media such as graded pencils, charcoal, watercolour, and oil pastel. Each of these drawings and artwork satisfy an art method and technique that was learned from each week within leacture and labs. The theme/topic for this journal was horror and fear.

- Used various media such as: graded pencil, charcoal, watercolour, and oil pastel
- Demonstrated human figure proportions, human face proportions (and exaggerated)
- Demonstrated various art methods such as tonal values, mixed media, drapery and more

Hobby and Digital Art Project | Wallpapers   2016 - Present

These are side projects that are a byproduct of practicing new feeatures and techniques with Adobe Photoshop and Autodesk Maya 2016. Insofar, all of these wallpapers have themes that are requests from friends and they use it as their wallpapers.

- Used Adobe Photoshop
- Used Autodesk Maya 2016
- Rendered with Mental Ray 2016
- Conceptualized and planned the composition of each wallpaper

Painting Project | Multicultural Mural   2013 - 2014

A follow-up large mural painting about multiculturalism in Surrey for the Keys Company. The mural was mounted on the side of a wall of a homeless shelter.

- Painted various areas of the mural such as the trees, pyramid, Mayan Calendar Disc, grass, African masks, stormy skies
- Worked with a group of student artists with varying levels of expertise

Education

Simon Fraser University | Bachelor of Science   2013 - Present

School of Interactive Arts and Technology

This major is composed of three major concentrations: Media Arts, Design and Interactive Systems. My concentration is Interactive Systems, which specializes in developing games, websites, and much more.