

Jet Bougan

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Experience

Cinematic Artist for Dramatic Labs

(April 2021 - December 2022)

PROJECT: Star Trek Resurgence

- Worked on cutscenes, interactive dialog, and action.
- Responsible for making decisions on camera locations, character staging and acting,

Co-Founder - Artist & Programmer for Daxnd

(current)

PROJECTS: Slipstream Scalawags and several unannounced projects

- Art director and produced all assets so far. Illustrating environments and character portraits, animating sprites, producing cutscene art.
- Developing the game itself in Unity with C#
- All graphic design, including logos and UI
- Video editing for trailers
- Game design for projects at large

Cinematic Artist for Turn10 Studios

(July 2020 - January 2021)

PROJECT: Forza Motorsport

- Responsible for cinematography character staging, timing, implementation and testing
- Helped develop visual scripting system to drive logic and variable cutscenes

Cinematic Artist for Telltale Games

(June 2013 - November 2017)

PROJECTS: The Wolf Among Us, The Walking Dead Season 2, Tales from the Borderlands, Game of Thrones, The Walking Dead: Michonne, Minecraft Story Mode, Batman: The Telltale Series, Guardians of the Galaxy

- Worked on cutscenes, interactive dialog, and action.
- Responsible for making decisions on camera locations, character staging and acting, composition of shots, pacing, etc.

Animator for Bigfott Studios

(November 2010-January 2011)

PROJECT: "All The World" short film

- Worked on 9 short animations for a montage scene.
- Responsible for 100% of animation, pencil tests, and clean up drawings.

Contributing Artist for MS Paint Adventures

(June 2010 - October 2011)

PROJECT: Homestuck

- Assisted in creating full sprite sheets for characters, based on existing artwork.
- Character animation for videos and games.
- Assisted in organizing and hosting live drawing webcast.
- Completed full-color illustrations for computer wallpapers, calendars, and prints.

Education

Animation Mentor

2013 - Remote

Program: Character Animation

Vancouver Institute of the Media Arts

2009 - Vancouver, BC

Program: Classical Animation

Software

- Adobe Photoshop
- Adobe Flash
- Adobe Illustrator
- Adobe After Effects
- Unity
- Unreal Engine
- CLIP Studio Paint
- Blender
- Autodesk Maya
- Autodesk 3DS Max
- SketchUp
- Adobe Premiere
- Plastic SCM
- Microsoft Office suite
- Google Drive suite
- Perforce

Skills

Video editing

Experienced with Adobe Premiere, After Effects, DaVinci Resolve

Animation

Traditional 2D, puppet 2D, 3D

Illustration

Raster, vector, Photoshop, CLIP Studio Paint, Adobe Illustrator

Concept art

Character design, turnarounds, prop design, environment design & paint

Quick draughtsmanship

Traditional animation training, produces clear gestures

Wacom products and tablets

Installation and driver modification

Quick to adapt to new software

Lots of practice picking up proprietary tools

Excellent file organization

Experienced with source control- PlasticSCM, Perforce, and Git

Web development

HTML, CSS, Javascript, mySQL, Node.js, React

Programming

Java, C#

3D Modeling

Modeling, light rigging, light UV mapping, textures, Blender, Maya