



JACOB BARROW

Digital Artist

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ABOUT

I am a highly skilled digital artist with over twelve years of industry experience specialising in visual effects, motion graphics, architecture visualisation and game development.

PROFILE:

- Both technically and artistically minded
- Strong work ethic with an acute eye for detail
- Excellent organisational and communication skills
- Able to prioritise tasks and problem solve
- A strong team leader
- Can work both independently and as part of a team

SKILLS AND PROGRAM KNOWLEDGE:

- Advance knowledge in 3D Studio Max and Adobe Creative Suite.
- A strong foundation in Unreal Engine 4 and the visual scripting system Blueprints.
- A good understanding of other applications including Maya, Mudbox, Speed Tree, and Quixel Mixer

REAL-TIME EXPERIENCE:

REAL-TIME VISUALISATION

Senior Environment Artist/Interactive Developer
Shadow Space

IMMEMORIA

Writer/Director/Producer/3D Artist
/VR Developer
Project Panopticon

ZENITH

Concept and game play development
3D Artist/ VR Developer

ARCHITECTURE VISUALISATION:

Senior Visualisation Artist
Studio Montgomery

OTHER FILM AND TELEVISION EXPERIENCE:

Volcanic New Zealand
VFX Supervisor
Client: Making Movies

Modern Dinosaurs
VFX Artist
Client: Making Movies

3D/Graphic Artist for various NHNZ Productions
Animal Archive (Seasons 1,2 and 3)
Extreme Animals (Season 1)
Smart China (Episodes 1, 2 and 3)
Sky Safari
Wild 24 (Season 1 and 2)
Redwood Kings (Season 1 and 2, Episodes 1-10)
LA Frock Stars, (Season 2, Episodes 1-6)
MEGASTRUCTURES, Pearl River Tower

FEATURE FILM EXPERIENCE:

THE HOBBIT: AN UNEXPECTED JOURNEY

Creatures Technical Director
WETA Digital

SUPERMAN: MAN OF STEEL

Creatures Technical Director
WETA Digital

PROMETHEUS

Creatures Technical Director
WETA Digital

AVENGERS

Creatures Technical Director
WETA Digital

RISE OF THE PLANT OF THE APES

Creature Technical Director
WETA Digital

THE ADVENTURES OF TINTIN

Creatures, Technical Director
WETA Digital

AVATAR

Assistant Layout Technical Director
WETA Digital

TUTORING AND COURSE DEVELOPMENT:

TUTOR

CGI and Game Development Tutor
Nelson Marlborough Institute of Technology

COURSE DEVELOPER

CGI and Game Development Course Developer
Nelson Marlborough Institute of Technology

EDUCATION:

Bachelor of Fine Arts: Electronic Arts,
Dunedin School of Arts, class of 2008

INTERESTS:

Golf, Snowboarding, Mountain Biking, Technology,
Gaming, Film, Food and Environment Sustainability