

15378 Inlet Place
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Jessica Boone

SKILLS

3D Modeling, Texturing, Animation 2D/3D, Illustration, Graphic Design, Video/Audio Editing,

SOFTWARE

3DS MAX, PHOTOSHOP, ILLUSTRATOR, AFTER EFFECT, PREMIERE, AUDITION, UNITY

EXPERIENCE

MTEQ, Lorton, VA – *Multimedia Designer*

APRIL 2018 – PRESENT

- Responsible for conceptualizing UX for IMI and training development, gathering and creating content, and supporting marketing efforts. Working on multiple on-going government contracts.

KMI, Quantico, VA – *Multimedia Specialist*

JULY 2017 – MARCH 2018

- Level II IMI development in support of the U.S. Marine Corps, Training and Education Command, College of Distance Education and Training. Responsible for creating 2D/3D graphics, animations, and audio.

Dynamic Animation Systems, Fairfax, VA – *Job Title*

SEPTEMBER 2009 – JULY 2017

- Level IV IMI development in support of the V.I.C.E. training system.
- Team based collaboration when constructing large scale environments and independently and self-managed for smaller projects.
- Asset creation and integration into Force Engine including props, characters, vehicles, lighting and particle effects. Level building with terrain elements and architectural structures.

EDUCATION

Art Institute of Washington, Arlington, VA – *BFA*

OCTOBER 2005 – JUNE 2009

Area of study in Media Arts and Animation

AWARDS

Visually Wired 2008, Best in Show. Contribution as a 3D Modeler for feature animation for the Sci-Fi channel.