

# JARED M. SILVER

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**SUMMARY:**

- Graphic Designer, Gotham Sound & Communications
- Research Assistant/Animator, NYU CAT/MRL
- Proficient with Maya, MEL, Photoshop, Illustrator, After-Effects

**EDUCATION:** **Bachelor of Fine Arts in Film & Television, May 2003**  
Tisch School of the Arts, New York University, graduated with honors

**EXPERIENCE:** **Freelance Animator/Designer February 2008 – Present**

- Designed animated opening for *Tully (In No Particular Order)*
- Designed logo and website for *Finding the Nudist*, a film by Joseph Taverney
- Designed logo for Rosetta Films
- Created a font of bride's handwriting for wedding invitations

**Graphic Designer, March 2005 – February 2008**  
**Gotham Sound & Communications**

- Designed print ads and other promotional material
- Website maintenance

**Director of Technical Operations, November 2004 – Present**  
**Quo Vadimus Arts**

- Website design & maintenance
- Logo and advertising design
- Producer, ID America Festival

**Title Designer, *Stolen Lives*, January 2004**

- Designed titles for *Stolen Lives*, a film by Paul Jarrett

**Research Assistant/Animator, May 2002 – October 2004 New York**  
**University Center for Advanced Technology/ Media Research Lab**

(All full SIGGRAPH citations available upon request).

***TensorTextures Project***

- Modeled and textured sample data and wrote MEL code to automate output of images from specific camera and lighting angles.
- Modeled, animated, and composited demonstration videos for SIGGRAPH 03 sketch (one of twenty included in NYC ACM SIGGRAPH Metropolitan Area College Computer Animation Festival) and SIGGRAPH 04 paper
- Produced promotional video for SIGGRAPH 04 paper.

### ***TensorFaces Project***

- Wrote MEL script to import faces and record face point data
- Wrote MEL script to automatically generate images

### ***Human Motion Signature Project***

- Modeled anthropomorphic balls and basketball court and created demonstration video
- Modeled and rigged wooden modeling dummies.

### **Miscellaneous Tasks**

- Modeled lo-poly count models for 3-D Autostereo Projection
- Imported motion capture data into Maya for SIGGRAPH 04 paper *Speaking with Hands* demonstration video.
- Modeled sets from blueprints for motion capture for SIGGRAPH 04 Electronic Theatre Pre-Show.
- Created demo videos from motion capture data

### **Film Projects Jan 1999– May 2003**

#### **New York University, TSOA, Dept. Film/TV**

- Modeled and textured knight character for film *Blood Moon*
- Modeled, rigged, bound and animated own piece, *Ceiling Babies and Accordion Players*

#### **SKILLS:**

Proficient in:

- 3-D Modeling, Animating, Lighting, Compositing
- Maya (Maya certified)
- MEL scripting
- Adobe Photoshop
- Illustrator
- After Effects

Additional Capabilities:

- Storyboarding
- Non-linear video editing
- General video and film production skills
- Web design & HTML
- Some C++
- Some Flash
- Good word processing and computer skills
- Excellent English, spelling, and grammatical skills
- Sound recording and design
- Basic drawing skills
- Font design

References: Available upon request.