

Jonathan Zesbaugh

VFX | 3D | MOTION

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PROFESSIONAL SUMMARY

A highly motivated and adaptable artist with a demonstrated history of creating exceptional visuals through meticulous attention to detail. Experienced in high-fidelity rendering for diverse 3D art, including props, real-world products, and characters. Expertise in the video production pipeline, taking projects from ideation to final publishing—proven ability to manage multiple projects and work well under pressure.

SKILLS

Video Production · 3D Animation · Visual Effect Compositing · Motion Graphics · Realtime Graphics (Unreal Engine) · Concepting · Storyboarding · Project Management · Video / Audio Recording · Lighting · Editing · Quality Assurance · Video Templating

EXPERIENCE

Mt. Bethel Church | Atlanta, Georgia

February 2024-February 2026

Video Production Specialist

- Owned the end-to-end production of 1-1:30 minute long bumper animations utilizing motion graphics, CGI animation, and live-action elements. Collaborated with project leads on storytelling, visual elements, script, and music.
- Directed, filmed, and edited On-set projects, including event highlights, interviews, sketches, and brand stories, demonstrating strong production skills.
- Created Motion graphic templates (MOGRTs) in After Effects, such as name keys, motion slides, and info graphs to be used by other members of the production team. Reducing production time and maintaining consistency with our brand guidelines across all our media.

Crafty Apes | Atlanta, Georgia

November 2021 – November 2023

3D Generalist/Lighting Artist

- Participated in many stages of production, from high-fidelity 3D modeling to Groom curve FX to lighting and rendering. Examples include CG compositing with live action, full-CG shots featuring characters, and set extensions.
- Orchestrated collaborations with fellow artists and research institutes to acquire 100+ references, textures, and physical props to elevate our art for projects. Increasing our photorealism capabilities.
- Operated photogrammetry of actors to be re-modeled and textured into Digi doubles using re-topology, mesh wrapping, and texture projection, improving workflow efficiency.
- Cooperated with remote team members in a VFX Production setting, including leads and coordinators.
- Created environments, lighting, and rendering setups to be used in a sequence by other artists to maintain continuity.
- Remotely managed trainees on a project that demanded specific uses of Photoshop and company software to produce texture maps for 40 + models.

Full Sail University | Winter Park, Florida

○ May 2020 - November 2021

Compositing and Portfolio Lab Instructor

- Updated curriculum of classes by integrating new workflows in 3D technology from the film industry, learned from previous technical experience.
- Managed private forum boards within 4 different classes to ensure every student was receiving help and understanding the subject matter.
- Composed video and written documentation, teaching viewers techniques and workflows.

MPC/Technicolor Canada | Montreal, Quebec

○ October 2018 - November 2019

3D Lighting Artist

- Textured, light, rendered, and integrated CG characters / Animals / Props / Environments over a live-action plate.
- Used technical knowledge of ray tracing and scene setup to optimize and problem-solve difficult shots to render, saving time and resources.
- Organized and worked on up to 8 shots simultaneously while finalizing and delivering up to 6 a week. showcasing excellent time management skills and the ability to manage multiple projects.
- Educated fellow teammates in comprehending company tools and proper workflow.
- Followed directions of key artists to start, troubleshoot, and approve three shots, all on the same day, for final renders.
- Operated with lighting lead and CG supervisors to light and render shots to the highest level possible to be handed down the production stream.

EDUCATION

Computer Animation | Full Sail University | Winter Park, FL

Bachelor's Degree - Graduated 2018