

JONATHAN ZESBAUGH

CG GENERALIST

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SUMMARY

I am an experienced CG Generalist specializing in rendering and final look development. Worked on feature films performing tasks such as multi-layer CG integration to character/environment-focused shots. Proficient in multiple stages of the pipeline, from 3D modeling to post-production. Adaptable to work in any based typed projects, be it a team or independently.

EXPERIENCE

CG Generalist/Lighting Artist at Crafty Apes Atlanta (November 2021– Current)

- Participated in many stages of production from Asset creation to Groom curve FX to lighting and rendering.
- Used multi camera scans of actors to be re-modeled and textured into digi doubles using techniques such as live re-topology, mesh wrapping, and texture projection
- Created groom systems using ornatix such as character hair and creature fur.

Compositing and Portfolio Lab Instructor at Full Sail University (May 2020 – November 2021)

- Trained students in industry standard software and techniques
- Updated curriculum of the class by integrating new workflows from the film industry learned from previous experience
- Managed private communication boards with every class to ensure every student was receiving help and understood the subject matter
- Communication, mentoring, and public speaking experience

Lighting Artist at MPC/Technicolor Canada (October 2018 – November 2019)

- Textured, light, rendered, and integrated CG characters/Props/Environments over a live-action plate
- Used technical knowledge of ray tracing and scene setup to optimize shots that saved time and resources
- Organized and worked on up words of 8 shots simultaneously while finalizing and delivering up to 6 of them a week
- Educated fellow teammates in comprehending company tools and proper workflow
- Worked with a key artist to start, troubleshoot, and approved three shots all on the same day for final renders
- Operated with lighting lead and CG supervisors to light, and rendered shots to the highest level possible to be handed down the production stream
- Experience working with FX elements and volume rendering
- VFX Feature film production experience

Freelance Compositor at Mutiny FX (August 2018 - September 2018)

- Completed comps for the client in a short amount of time
- Used roto/paint technics to remove objects and replace them with new elements

SKILLS

- | | |
|--|---|
| • Modeling/Look Dev | • Groom/Fur and Groom CFX |
| • Digital/Paint touchups | • Matchmoving/Tracking |
| • 3D/Deep Compositing | • Cinematography/Color Theory/Composition |
| • Lighting/Rendering (RenderMan/Arnold/Vray) | |

SOFTWARE

- | | |
|---------------------|----------------------|
| • Autodesk Maya | • SynthEyes |
| • The Foundry Nuke | • Blender |
| • Adobe Suite | • The Foundry Katana |
| • Substance Painter | • Zbrush |
| • Ornatix | |

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FILMOGRAPHY

- Artemis Fowl (2020) – **MPC**-Lighting Artist
- Dolittle (2020)-**MPC**-Lighting Artist
- Star Trek: Picard S2 – **Crafty Apes**- CG Generalist
- Legacies S4(The CW Channel) – **Crafty Apes**- CG Generalist
- The Flight Attendant (MAX) **Crafty Apes**- CG Generalist
- Stranger Things 4 **Crafty Apes**- CG Generalist
- Moon Knight – **Crafty Apes**- CG Generalist
- Violent Night – **Crafty Apes**- CG Generalist
- The Mayfair Witches (AMC) – **Crafty Apes**- CG Generalist
- Creed 3 – **Crafty Apes**- CG Generalist
- Renfield – **Crafty Apes**- CG Generalist

EDUCATION

Computer Animation Bachelor of Science Degree | **Full Sail University** – 2018