

# Jackie Marion Regan, *CG Supervisor & Model Lead*

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I am an experienced senior 3D character and environment modeler and CG Supervisor. I have strong communication skills and an assiduous work ethic, proficient skills in Maya, ZBrush, and Blender, and a strong foundation in design and branding. I have over ten years of experience as an artist and lead and have been an integral part of enhancing content quality, improving workflows, and building tools. I am constantly developing my artistic and technical skill set and am eager to continue to broaden my expertise as a supervisor, team lead, or artist in the film, animation, and game industries.

## EXPERIENCE

### **CG Asset Lead, Disney Television Animation, Burbank, CA, 2022–2023**

Modeled, created design packets, and reviewed production assets.

### **Assets Supervisor, Warner Bros Animation, Burbank, CA, 2021–2022**

I supervised in house team of artists, oversaw and reviewed all asset builds. Managed the scope of designs to keep builds affordable, on schedule, and at the highest quality. Led team to learn new programs, fostered a learning environment, and helped develop new techniques for our original style. Helped establish show pipeline.

### **Instructor, AnimSchool, 2021–**

Provide syllabus, live demos, and weekly critiques for the Introduction to a 3D Modeling course. During the eleven-week course, students are taught how to model a prop, a vehicle, and a character bust and use production quality modeling standards in Maya.

### **Lead Modeler, DreamWorks Television, Glendale, CA, 2019–2021**

Led modeling team. Worked with other departments to develop new processes to improve our workflow and show quality, wrote documentation, and trained coworkers.

### **Environment Modeler, DreamWorks Television, Glendale, CA, 2016–2019**

Modeled, UV'd, and rigged sets, characters and props for all of our CG shows in production. Reviewed assets done by partner studios.

### **Generalist, DreamWorks Television, Glendale, CA, 2014–2016**

Reviewed and fixed CG assets.

### **Recruiting Assistant, DreamWorks Animation, Glendale, CA, 2013–2014**

Assisted the Head of Global Recruiting.

### **CG Animation Intern, Nickelodeon, Burbank, CA, Summer 2013**

Internship awarded through the Academy of Television Arts and Sciences. Supported *Teenage Mutant Ninja Turtles*, CG Core Team, and Human Resource Departments.

### **Art Development Intern, DreamWorks Animation, Glendale, CA, 2012–2013**

Supported education department and updated and recoded the design and structure of the department's Wiki website and department logos.

### **Graphic Designer, Self, 2010-**

Design logos, art books, branding, package design, and various digital and print medium.

### **Graphic Designer, WRT, Philadelphia, PA 2007-2010**

Graphic Designer for city planning, urban design, and architecture firm.

## EDUCATION

University of California, Los Angeles

*Film, Animation*

Master of Fine Arts, June 2013

University of Pennsylvania

Computer Science & Fine Arts, Graphic

*Design*

Bachelor of Fine Arts

## SOFTWARE

Autodesk Maya

ZBrush

Blender

Adobe After Effects

Adobe Flash

Adobe Premier Pro

Adobe Substance

SpeedTree

Unreal

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe Dreamweaver

Confluence

HTML

Actionscript

MS Office

Linux

Bluescape

Shotgun

## CREDITS

**Monsters at Work,**  
Disney Television Animation,  
CG Design Lead

**Gabby's Dollhouse,**  
DreamWorks Television,  
Lead Modeler

**Jurassic Park: Camp Cretaceous,**  
DreamWorks Television,  
Lead Modeler

**Fast & Furious: Spy Racers,**  
DreamWorks Television,  
Lead Modeler, Point Person

**Kung Fu Panda: Paws of Destiny,**  
DreamWorks Television,  
Environment Modeler

**The Boss Baby: Back in Business,**  
DreamWorks Television,  
Environment Modeler

**Spirit: Riding Free,**  
DreamWorks Television,  
Generalist

**Voltron: Legendary Defender,**  
DreamWorks Television,  
Generalist

**The Adventures of Puss in Boots,**  
DreamWorks Television,  
Generalist

**Dinotrux: Supercharged,**  
DreamWorks Television,  
Generalist

**All Hail King Julien,**  
DreamWorks Television,  
Generalist