

JEFF ROWE

Los Angeles, CA

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WORK HISTORY

FREELANCE Character Artist + Concept Artist Los Angeles, CA 2/19 - Present

- ▶ Translate character designs into UV'd and fully textured 3D models.
- ▶ Create environmental and character 2D/3D concepts for various projects.

FREELANCE Digital Compositor + Matte Painter Los Angeles, CA 2/19 - Present

- ▶ Skills in rotoscoping/rotopainting, keying, grain management, marker/rig removal, 2D tracking, lens distortion and Python scripting.
- ▶ Rapidly advancing skillset; including CG, Deep, Nuke Studio and Matte Painting.

DC ENTERTAINMENT Senior Developer + Data Architect Burbank CA 8/11-2/19

- ▶ Lead on-site developer, worked closely with satellite team on development and routine maintenance.
- ▶ Instrumental during dev and launch of 2012 site and its conversion to the Drupal platform.
- ▶ Singlehandedly overhauled all comic, graphic novel and character data on both DC and Vertigo in preparation for site merge. A process which took several months.
- ▶ Performed additional duties on skeleton crew – including web design and other supplementary tasks – in transition from New York to Burbank offices.

DC COMICS Front-End Developer New York NY 4/07-8/11

- ▶ Front-end developer on all DC sites including DC, Vertigo, Wildstorm, MAD Magazine, Minx and countless side projects.
- ▶ Built lightweight, standards-compliant CSS-frameworks using unobtrusive JavaScript and jQuery onto PHP backends.
- ▶ Worked with IBM dev team on DC's first web-only imprint: Zuda Comics.
- ▶ Custom built themes for all Wordpress-based imprint blogs.

EDUCATION

The Corcoran School of Art + Design, BFA, 1998 Washington DC

SOFTWARE

Proficient in ZBrush, Keyshot, Nuke, Python, Maya, Arnold, Mari, Speedtree, Photoshop, Corel Painter, HTML5, CSS3, JavaScript, jQuery, PHP and MySQL. Intermediate knowledge of Modo, Mocha, Silhouette, MarvelousDesigner and Substance Painter.