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JASON DORMIER CONCEPT ARTIST

JASONDORMIER.COM

EXPERIENCE

DORMIER DESIGN GROUP LLC.

jasondormier.com

APRIL 2012 - PRESENT

Freelance Visual and Concept Design

- 3D and 2D illustration and concept design for; environments, props, and characters (Photoshop, Illustrator).
- Daily client interaction.
- Concept design for UI and UX.
- Wire box and grid layouts for web designs, graphics, and UI elements (Photoshop, Illustrator, InDesign).
- Research and drive concept strategies and ideation for determining effective design solutions.
- Photography, Photo and graphic manipulation and retouching (Photoshop)

MICROSOFT

TURN 10 STUDIOS
Forzamotorsports.net

APRIL 2014 – OCT 2015

Forza Motorsports 6
Forza Horizon 2
Forza Motorsports 5 DLC

Game Play Designer

- Track Research
- A.I. behavior tuning.
- Data and XML data entry and manipulation.
- Managed a two-person research and design team.
- Implemented key new features for FM6 such as tire walls to prevent cheating for multiplayer and league play.
- Dynamic gameplay tuning and balancing for realism and fun.
- AI Spline creation and manipulation for tracks in 3ds Max.
- Outsourced quality inspection.
- Bug tracking, finding, and solving for Forza Motorsports 5 DLC, Forza Horizon 2, and Forza Motorsports 6.

MIND BENDER GAMES

SEPT 2013 – DEC 2013

Character Artist intern

- Character concepts and ideation development.
- High resolution sculpts in Zbrush.
- Retopology, UV's and texturing.
- Debugging in Unity engine

EDUCATION

LAKE WASHINGTON INSTITUTE OF TECHNOLOGY

APRIL 2012 – DEC 2015

Bachelors of Arts | Applied Design **Associates of Arts** | Game Design

- Designed an interactive OVR demo, showing the power of virtual reality for a more immersive educational experience.
- Retro Rocket Racing Design Lead and first student team to develop/display a game on the Oculus Rift at PAX
- Published work in LWIT's yearly magazine.

ABOUT

Concept artist and designer, with a high degree of design aptitude that can work across 2d and 3d seamlessly.

A chipper fellow that gets along with everyone and knows how to have fun and get the job done even under tight deadlines.

FUN FACT

Head coach of youth tackle football teams for 6 years.

SOFTWARE

Adobe Creative Suite, Photoshop, Illustrator, Zbrush, 3D Coat, Maya, 3DS Max, Modo, Sketchup, CryEngine, UDK, Unreal 4 Unity, World Machine, dDo, nDo2, Crazybump, xNormal