

JONATHAN SABELLA

DIGITAL ARTIST/ 3D MODELER/ ANIMATOR

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630-636-1256

Education:

Bachelor of Time Arts, May 2009

Bachelors degree course work at Northern Illinois University with an emphasis on advanced 3d modeling and animation.

Columbia College Animation Intensive Seminar. 2004

Covered advanced topics in 2d cell animation with professors in the Columbia animation department.

Skills:

Look Development, Game Design, High/Low poly modeling, bump/cavity/normal/displacement mapping, UV Layouts/Texturing, Particle Systems, Rigging, Digital Painting/Concept Art, Video Motion Tracking, Motion Capture and Clean-up, Interactivity, Animation, Compositing and a strong traditional drawing and painting background. Experience in Print, Web and Graphic Design.

Programs:

ZBrush, AutoDesk 3ds Max, Adobe Photoshop, Unity 3d Game Engine, After Effects, Corel Painter, Adobe Illustrator, Adobe InDesign, Adobe Imageready, Adobe GoLive, Dreamweaver, Flash, Director, Adobe Premiere, Audition.

Experience:

Independent Game Development- Hospital Havoc 2™ (Contract Work, 2010)

<http://www.bitwisedesign.com/>

Working in a specialized production advisor role, I provided executive input on the projects design and art direction. Serving the purpose of evaluating the games production weaknesses and strengthening them through working with the development team on a regular basis. Directing, creating and analyzing game documentation and leading a team of programmers and artists on a multi-platform product: iPhone, iPad, PC, Mac, Social Media Networking on Facebook.

**Independent Game Development- Galaxy Golf™
(5 months Contract Work, 2010)**

www.TapMe.info

Worked with the production team at Tap Me Games, Inc to redesign the graphics and UI for their newest iPhone/iPad title. Also created High-Resolution splash screens and promotional animations for marketing purposes with the game.

**Independent Game Development- The Hockey Experiment™
(2009 - Present)**

Platforms: iPhone, iPod, PC/MAC

www.NinthDimensionStudios.com

In Q4 of 2009 I co-founded an independent game development studio (www.NinthDimensionStudios.com). As the lead creative of the company and the only artist on the project I was responsible for all visual aspects of the game. I designed all environment assets and characters, including modeling, rigging and texturing. During the project I was responsible for capturing and cleaning motion capture data from our in-house system. Where necessary I also created several keyframed animations to supplement or augment motion capture animation. I also created all particle effects and designed all User Interface elements including the Game Menu and HUD. During the project I also served as the main communicatory link between our company and an outsourced programmer Ray Graham of Bitwise Design, Inc.

**In-House Art Project Manager- The Old Barn Museum in Newark
(2008-2009)**

On site artist working on a multitude of educational museum projects, also in charge of the electronic database and photographic cataloging of Native American artifacts for the Musuem's large collection.

**Freelance Mural Painting- Timber Creek Inn & Suites in Sandwich
(Contract Work in 2008)**

Teamed with locally renowned artist Quen Carpenter to bring to life her unique vision for a mural depicting the history of Sandwich now on permanent display in the lobby of the hotel.

**Freelance Artist- Evolution Studios in Batavia
(Contract Work in 2008)**

Worked with Artist Christine Liechti in the production and painting of prototype cell vinyl sculpture pieces for use in major analog games based on the "I Dream of Genie" property.

**Print and Graphic Design- Northern Star Newspaper
(5 month contract work Spring 2007)**

Worked with the design staff on creating weekly layout designs for the DeKalb publication. Created spreads and cover design work as well as ad requested by local clients.

Alkili Studio Web and Graphic Design

(2005 – Present)

Since 2005 I have been serving clients all around the Chicago metropolitan area, helping a vast variety of customers define bold and innovative corporate branding and user experiences on the web. Some of the clients I've worked for include;

-Hoopy Jacks Wood Carving: Created interactive catalog of artist work. (2008)

-H.I.V.E- Multimedia Art Show*- Created gallery logo and interactive online marketing campaign. (2007)

Bed Town*- Created and designed online web presence (2007)

-Envision Yoga*- Flash based user experience and custom logo design (2007)

-Cook County Commissioner Peter N. Silvestri- Created an html user interface with flash elements including video and podcast capabilities. (2007)

-Accessible Living, Ltd.- Redesigned corporate identity and implemented improved web presences including customer outreach capabilities, such as interactive video and newsletters. (2006)

-Nostalchic- Designed logo and product tags for a unique brand of custom jewelry sold in the Blue Orchid Studio boutique.

-Blue Orchid Studio- Created corporate identity in co-operation with the boutique to create a customer friendly online experience. (2006)

-IDentity Irish Dance Company*- Designed and created online presence through html and flash with a wide variety of features including audio and video playback.

-The Jolly Roger Company*- Created online identity based off of rock-alternative imagery for an online radio podcast. (2005)

**Some sites are no longer online please ask for examples of cataloged portfolio work.*

Personal Work-

For more information on my personal work including portraiture, character design and advanced 3d animation please see the following sources:

www.JonathanSabella.com

<http://www.youtube.com/watch?v=4OxmxY22sSY>

www.DynastyTheGame.com

Awards and Exhibitions:

IGDA Chicago Chapter - Member

2009- Awarded Kendall County Art Guild Scholarship

2009- "This is Not a Computer" - NIU Time Arts Senior show.

2008- Awarded Kendall County Art Guild Scholarship

2009- Kendal Arts Guild , The Good Life, a fine art exhibition and silent auction.

2008- Kendall Arts Guild, The Good Life, a fine art exhibition and silent auction.

2007- ArsNova, Art Fiasco, an Art exhibition highlighting digital work.