



Professional Profile:

Versatile and Creative Multi-Disciplinary Artist with 12 years experience in CG Art / Design Visualization. Proven ability to teach, design, execute, & supervise creative / technical solutions to successfully illustrate stories using expertise in Digital Painting, Lighting, 3D Graphics, Audio/Video and Animation.

Experience **AECOM Design + Planning**, San Francisco, CA 2006 - present
Visualizations Specialist II

Created evocative 2D/3D imagery, video effects, short movies and animations for design visualizations. Served as Art / Creative / Audio Director and Technical Lead on small & large scale visualization projects. Mentored designers and taught workshops in visualization artistry, techniques and rendering workflow. Developed visualization best practices for efficient production pipeline implementation.

Group Hug Productions, San Francisco, CA 2005 - 2007
Freelance Set Designer / Technical Director / Visual Development Mentor

Designed and developed environment concept art for 3D animated short film, *Everything Obsolete*. Produced color call-outs, set dressing research, model packets and pre-visualization 3D scenes. Provided artistic and technical direction / mentoring during visual development. Voiced characters to help director visualize story and for character development.

Neoscape Inc., Boston, MA 2000 - 2005
Senior Digital Artist / Audio Composer

Created realistic and illustrative 3D environments for high-end design visualizations. Served as lead artist in areas of lighting, digital matte painting, 3D modeling and rendering. Managed projects from concept to completion with direct client interaction. Directed, composed and edited original sound tracks for multimedia presentations.

- Skills**
- CG Lighting / Rendering
 - 3D / 2D Animation
 - 3D Modeling / Set Dressing
 - Motion Graphics
 - Audio / Video / Effects
 - Art / Audio / Video Directing
 - Digital Painting / Photo Simulations
 - Illustrations / Storyboarding
 - Stop-Motion / Cut-Out Animation
 - Environment Art / Concept Art
 - Project Coordination
 - Music Performance / Acting / Voice-Overs

Software:

- 3D Studio Max 2010 / VRAY
- AutoCAD 2009
- Deep Exploration 5
- Photoshop CS4
- After Effects CS 5.5
- Premiere Pro CS 5.5
- GenArts SAPPHIRE
- GenArts Monsters GT
- Adobe Audition CS5
- InDesign
- GoogleEarth Pro

Personal:

Excellent team-player / Self-motivated / Personable / Professional / Resourceful / Reliable
Strong organizational and time management skills with solid work ethics.
Passion for storytelling through acting, creative writing and visual / audio communication.
Languages spoken: English, French, conversational Cantonese and learning Portuguese

Education **Rhode Island School of Design**, Providence, RI
Bachelor of Fine Arts, 1995 - 1999
Bachelor of Architecture, 1995 - 2000

Courses also taken in: Traditional Animation, Digital Media, Acting and Public Presentation.

Awards **2008 AECOM Excellence Awards (Merit):** Beyond Practice Category for *PARK(ing) Day* project
2007 1st Place National Marketing Communications: Internal Communications Award
2004 Emmy Nomination (New England Regional Chapter): CGI Production, *A City in Bloom*
2004 Bronze Telly Award: CGI Production & Public Relations, *Fan Pier Development*
2003 Gold Telly Classics Award: Best Works of The Last 25 Years, CGI Production, *A City in Bloom*
2003 ASAI Architecture in Perspective 18: Award of Excellence, *Caddy Farms*



On-line profile and portfolio website:

- <http://www.Linkedin/in/JeremySiew>
- <http://www.FuzzeeSock.com>

3D Visualization project experience:

- Day for Night digital paintings
- Visual Development
- Recreation / Parks
- Environmental Science Impact Reports
- Virtual Web
- Urban Planning & Design
- Multimedia / Video / Scientific Visualizations
- Retail / Mixed Use / Adaptive Rehab
- Educational Institutions
- Medical / Science / Biotech Facilities
- Architectural / Landscape Design
- Waterfront Development

Additional Interests:

- Music Education
- Children's Book Illustration
- Puppetry
- Visual Development
- Motion Graphics
- Audio / Sound Design
- Voice-overs / Film / Theater / Acting
- Storytelling Techniques

Partial credit list of completed visualization movies:

- AECOM: (Art & Audio Director / Video Editor / Animator / FX Artist)
- *Qingyun Waterfront*
 - *Wuxi Li Lake Islands*
 - *Wenzhou Lucheng Plaza*
 - *SF Ocean Beach Vision & Master Plan*
 - *Zhuji Old Town Vision*
 - *Pearl Plaza at 1000 Islands*

- Group Hug Productions: (Concept Artist / Visual Development TD / Mentor)
- *Everything Obsolete* Animated short on PBS

- PowderHause Studios LLC: (Animator / Lighting TD / Senior Artist)
- *Apple Store 5th Avenue Animation*

- Neoscape Inc: (Lighting TD / Senior Artist / Modeler / Texturer / Set Dresser)
- *The Rose Kennedy Greenway - A City in Bloom*
 - *Fan Pier 2004*
 - *The Residences at Mandarin Oriental Boston*
 - *When Seconds Count - Newton Wellesley Hospital*

Publications / Exhibitions:

3D renderings featured in the following publications and exhibitions:

2004 *The Master Architect Series VI: Payette Associates; An Evolution of Ideas*
Project: Princeton University, Guyot Hall Additions & Renovation

2004 NYSR Portfolio of Architectural & Interior Rendering (New York Society of Renders, Inc.)
Project: Time Warner Center

2003 Architecture Boston: The Year in Review.
Project: Boston's Big Dig, The Central Artery

2003 ASAI Architecture in Perspective, Pasadena, CA. (American Society of Architectural Illustrators)
Project: Republic Caddy Farms Digital Rendering