

# Jack Kirby Crosby

Illustration, 3D Modelling & Interactive Design

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## Tantalus Media - Artist - 2017 - 2018

Maya, Zbrush, Substance Package, Photoshop, UE4, Unity.

3D modelling, texturing and concept design.

*Materials (VR)*, *Stellaris (console edition)*, *Cities Skylines (Switch)*, *Jupiter & Mars (PSVR)* Unannounced Projects.

## League of Geeks - Artist - 2013 - 2018

Photoshop, After Effects.

Illustration, animation and visual design.

Illustrating/animating cards, designing various visual elements on *Armello*.

## Tantalus Media - Lead Artist - 2014 - 2015

Photoshop, Blender, Maya.

*The Legend Of Zelda: Twilight Princess HD (Wii U)*.

Leading a team of artists, texturing characters and environments.

## Ghost Pattern - Artist - 2018

Maya.

*Wayward Strand*, unreleased adventure game.

Created modular 3D Environments.

## Impromptu Games - Artist - 2016 - 2017

Photoshop, Procreate, Maya, Zbrush.

Untitled stealth medieval game and *Stolen Steel (VR)* world building and concept design, 3D character modeling and sculpting.

## Australian National Maritime Museum - Artist - 2014 - 2015

Photoshop, Maya, Modo, zbrush, Unity 3D

3D modelling, retopology, texturing.

*Shackleton: Escape From Antarctica* augmented reality exhibit.

## Dice Paper Role - Art Direction, Designer, Performer - 2018 - Present

Procreate, Luma Fusion, traditional mediums, public speaking, acting.

A Dungeons and Dragons comedy podcast. Produce two Illustrations a week.

Designed all promotional material and visual design elements surrounding the show. Performed in four live shows.

## Freelance Artist - Artist, illustrator and Designer- 2013 - 2018

Maya, Modo, Substance, zbrush, Adobe CC, Procreate, Traditional mediums.

Various independent and commissioned projects, spanning a broad range of media including theatre, games, graphic design, illustration, podcasts and consultation.

## Skills

Photoshop

Procreate

Zbrush

Maya

Unity 3D

Unreal engine 4

Substance painter

Substance Designer

Modo

Premier

After Effects

Blender 3D

Illustration

Design

Drawing

Painting

Sculpture

Concept Art

Texturing

World Buidling

Public Speaking

Podcasting