

Jaden Medina

(210) 219-8181

jaden.n.medina@gmail.com

Animation Film Reel: [Link](#) Game Design Reel: [Link](#)

Artstation Portfolio: <https://jadenmedina3.artstation.com>

Linkedin: www.linkedin.com/in/jaden-medina-194573205

RELEVANT COURSEWORK /FILMMAKING AND CREATIVE EXPERIENCE

Visual Development Artist & Animator

Peckered (Animated Short Film) – 2023

- Designed detailed environments and character expressions, ensuring consistency with the film's visual style.
- Developed color scripts, lighting compositions, and background designs to enhance storytelling.
- Utilized Adobe Photoshop and After Effects for post-production editing and visual refinement.

Illustrator & Concept Artist

Politely Asking for a Loan (Video Game) – 2024

- Created character concept art, environment designs, and UI elements, ensuring seamless integration into the game's world.
- Designed alien, sci-fi, and historical settings, demonstrating adaptability across different styles.
- Collaborated with a team using Photoshop, Illustrator, and Figma to develop visually compelling assets

Product Assistant & Crew Member

Isolation (Short Film) – 2024

- Designed cinematic environments and set layouts, ensuring high-quality visual storytelling.
- Created detailed matte paintings and background elements, working closely with creative supervisors.
- Applied perspective, lighting, and atmospheric effects to enhance realism.

Storyboard Artist & Animator

The Last Audition (Short Film, 48-Hour Film Project) – 2024

- Developed storyboards, key visual moments, and motion graphics for the film's narrative.
- Assisted in graphic design for title sequences and animated transitions.
- Worked under tight deadlines, demonstrating adaptability and creative problem-solving

ADDITIONAL EXPERIENCE

Resident Assistant

University of the Incarnate Word, San Antonio, TX | July 2022 – Present

- Created promotional posters, event branding, and social media graphics.
- Designed PowerPoint presentations, print materials, and digital assets for student engagement initiatives.
- Demonstrated strong project management, communication, and collaboration skills.

COMMUNITY SERVICE

- San Antonio Ronald McDonald House – Assisted with cleaning and supporting visiting families.
- Wreaths Across America (Boeing) – Paid tribute to fallen soldiers through community outreach.
- San Antonio Food Bank – Assisted in packaging food and supporting families in need

EDUCATION

University of The Incarnate Word, B.F.A in 3D Animation and Game Design, May 2025

AWARDS

- Winner of 2024 Global Game Jam for “Best Game”
- UIW Dean's Honor List Certificate
- Meritorious Academic Achievement 2022-Present
- University of the Incarnate Word Residence Life Phoenix Award Nominee

TECHNICAL SKILLS/SYSTEMS

- **Technical:** Proficient in 3D modeling, animation, and film production software (ZBrush, Maya, Unity, Unreal Engine, Adobe Premiere, Photoshop, MotionBuilder).
- **Creative:** Storyboarding, character design, lighting, rigging, texturing, motion graphics.
- **Work Style:** Strong communication, collaboration, and leadership abilities. Skilled at managing projects, meeting deadlines, and problem-solving.
- **Interests:** Animation, character development, filmmaking, voice acting, music, theater, and storytelling.

AFFILIATIONS

- University of the Incarnate Word Film Club
- Society for Animation Studios (SAS)
- University of the Incarnate Word Student Government Association

UNIVERSITY OF THE INCARNATE WORD REFERENCES

- **Emily Sidler:** Animation Professor 3D Animation & Game Design sidler@uiwtx.edu
- **Brandon Saldivar:** Residence Life Coordinator. bsaldiva@uiwtx.edu (210) 805-5866
- **Eric Eric Booth:** Dean of Campus Life. ewbooth@uiwtx.edu, (210) 829-6034

