Jaden Medina

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Animation Film Reel: Link | Game Design Reel: Link | Artstation Portfolio: https://jadenmedina3.artstation.com

RELEVANT COURSEWORK /FILMMAKING AND CREATIVE EXPERIENCE

Film Editor & Animator

<u>University of the Incarnate Word 3D Animation & Game Design – 2025</u>

- Created dynamic acting pieces as reference for TONI the Rat and TEX the Possum in the game Rabies, enhancing character expression and player experience.
- Animated various character movements and interactions, including combat and revival sequences, improving game fluidity and player immersion.
- Worked on the final boss hit animation for Neon Paradigm and contributed as an animator for short films YUM CHAand GRIM DUTIES, demonstrating versatility and creative execution.
- Utilized Adobe Premiere Pro, Autodesk Flow Production Tracking, and Perforce for post-production timing, compositing, and sound refinements, ensuring polished final results.

Illustrator & Concept Artist

Politely Asking for a Loan (Video Game) - 2024

- Designed and implemented in-game lighting setups in Unreal Engine.
- Created dynamic lighting effects responsive to mood and player interactions.
- Collaborated using Photoshop, Illustrator, and Figma to develop visual assets.

Storyboard Artist & Animator

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

- Created storyboards, key visuals, and motion graphics for the film.
- Designed title sequences and animated transitions.
- Met tight deadlines with adaptability and creative problem-solving.

Director, Producer & Animator

Peckered (Animated Short Film) – 2023

- Designed lighting compositions and color scripts to enhance storytelling.
- Applied advanced lighting techniques in Maya and Arnold/V-Ray for depth and focus.
- Integrated global illumination and atmospheric effects for realism.
- Used Photoshop, After Effects, and Nuke for post-production refinements.

Character Artist

<u>Soulight - 2023</u>

• Sketched the character designs for the fox, fish, and bull gameplay characters.

ADDITIONAL EXPERIENCE

Resident Assistant

<u>University of the Incarnate Word, San Antonio, TX | July 2022 – Present</u>

- Designed promotional posters, event branding, and social media graphics.
- Created presentations, print materials, and digital assets for student initiatives.
- Showcased strong project management, communication, and collaboration skills.
- Supported and resolved conflicts for 42+ residents, ensuring a safe environment.
- Trained and mentored new resident assistants in leadership and conflict resolution.
- Organized themed events to foster community engagement.
- Led orientations for new residents, ensuring a smooth transition.
- Developed creative social media content to promote campus events
- Delivered engaging and informative orientations for new residents, ensuring a smooth transition to campus life.

EDUCATION

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

Favorite Classes: Drawing 1 & 2 | Anatomy for Animators | Figure Drawing for Animators |

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, Autodesk Flow Production, Solidworks).
- **Creative**: Storyboarding, character design, hand and architectural drawing, 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