

# 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**

#### **University of the Incarnate Word 3D Animation & Game Design– 2025**

- Created dynamic acting pieces as reference for TONI the Rat and TEX the Possum in the game “*Rabies*.”
- Animated TONI Gun Attack, Walk, Run, Additive and Idle animation along with TEX Faint and Revival movement. In addition, worked on the final boss head hit animation for the game “*Neon Paradigm*” and contributed as animator for both short films “*YUM CHA*” and “*GRIM DUTIES*.”
- Utilized Adobe Premiere Pro, Autodesk Flow Production Tracking and Perforce for post-production YUM CHA timing, compositing and sound refinements.

### **Illustrator & Concept Artist**

#### **Politely Asking for a Loan (Video Game) – 2024**

- Developed and implemented lighting setups for in-game environments using Unreal Engine.
- Created dynamic lighting effects that adapted to different moods and player interactions.
- Collaborated with a team using Photoshop, Illustrator, and Figma to develop visually compelling assets

### **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

### **Visual Development Artist & Animator**

#### **Peckered (Animated Short Film) – 2023**

- Designed lighting compositions and color scripts to enhance storytelling and establish mood.
- Applied advanced lighting techniques to create depth and focus using Maya and Arnold/V-Ray.
- Integrated global illumination and atmospheric effects for realistic environmental lighting.
- Utilized Photoshop, After Effects, and Nuke for post-production lighting and compositing refinements.

## 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.

## 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 Booth:** Dean of Campus Life.  
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