



## EXPERIENCE

- 2016-2017 **Everything EPIC Games**  
Created game tiles for Everything Epic's COMA WARD and SECRETS of the LOST STATION board games using 2d and 3d modeling, texturing, and lighting techniques.
- 2018 **Villa Maria College**  
Illustration teacher for 2<sup>nd</sup> grade students.
- 2015 **Buffalo Bills Scoreboard**  
Created 3D art and a modeled and textured Bull train for stadium Scoreboard animation during third downs.
- 2015-present **Buffalo Game Space Modeler/Artist**  
Helping community members with 3D projects ranging from all genres of video games, 3D Printing, and all other various forms of art.
- 2015-present **Board Game Development - Indie Game Alliance**  
Working with board game developers creating art and illustration for board game designs and prototypes. Currently working on marketing personal project that involves Game Development members.
- 2014-present **Indaco - 3d Printing**  
Involved in 3D printing projects for head busts likenesses, jewelry, and other designs.
- 2009-present **Onsite and Online Instructor at Academy Art University**  
-Organic Modeling 1 and 2: Anatomy with ZBrush  
-Games Character Modeling -Modeling for Games 1  
-Fundamentals of Texture and Lighting -Digital Sculpting for Games (ZBrush)  
-Built over 14 Undergrad and Masters *online* courses for the AAU: Intro to 3D, Digital Sculpting (ZBrush), Environment Modeling, Character Modeling, Games Modeling, and Organic Modeling 2.  
-Instructor for the art experience students from High Schools all over the country.
- 2011-2012 **Rocket Ninja**  
Created weapon assets for facebook games.
- 2008-2009 **Environment Artist for Page 44 Studios**  
Worked on Environment objects and Comic design elements for Hannah Montana's 'Rock Out the Show' PSP title and other games never published.
- 2009 **Ye Olde Inn Board Game Tiles**  
Helped create game board tiles for Ye Olde Inn's website.
- 2008-2011 **3D Animation and Visual Effects Lab Technician at Academy Art University**  
Aided and tutored students on various 2D and 3D applications such as Maya, ZBrush, and Photoshop.
- 2007-2009 **Character Modeler for Zombie Smith Productions**  
Responsible for building the main character for the project using high and low poly geometry with displacement maps.
- 2006 **Internship at Visual Affects Productions**

Lead environment and prop Texture artist and assistant modeler for 'No Continues' video game character mockumentary. Project is based out of home and meet each week for collaboration.

**2003 - 2010 Storyboard Artist**

Worked with various Directors, students, and film personnel drawing quick storyboards for films, music videos, and commercials.

**2005 - 2006 Conceptual artist for BNUTZ Productions**

Responsible for the design and look of 'Valley of the Minotaur' animation short.

**1998 - 2006 Fantasy Role Playing Game Illustrator**

Responsible for creating and designing dozens of black and white illustrations for various role playing game books. Companies include *Emperor's Choice*, *Kenzer and Company*, and *Midland Adventures*.

**1998 Trading Cards Illustration, Marvel Comics**

Helped design and create trading cards for Marvel Comics assigned by the Joe Kubert School.

**1996 Caricature Artist, Six Flags Darien Lakes Amusement Park**

Worked as a caricaturist at Kaman's art shop.

**EDUCATION**

**2002 - 2006 BA, Academy of Art University (AAU), San Francisco, Computer Modeling and Conceptual Art**

**1995 - 1998 3 Year Certificate, Joe Kubert School of Cartooning and Graphic Art, Dover New Jersey, Comic Book and Fantasy Illustration**

**1992 - 1995 AA, Niagara County Community College, Graphic Design and Fine Art**

**PROGRAM SKILLS:** ZBrush, Photoshop, Maya, Unreal Editor, After Effects, Painter, Illustrator, UV Layout, Crazy Bump, XNormal, Marmoset, Substance Painter, NDO, Basic Flash Animation, Basic Unity, Mudbox, Final Cut Pro, XBOX, PSP and PS3 platforms.

**3D SKILLS:** Environment and Character Modeling (low and high Poly), Re-topology for Games and Production, Legacy and PBR Texture workflows, Lighting and Rendering, Basic Rigging and Character Weighting, Basic Animation

**ILLUSTRATION Media SKILLS:** Acrylic, Oil, Dyes, Black and White Pen and Ink, Charcoal, Gouache, Digital (Photoshop and Painter), Perspective, Detailed Anatomy, Layout and Design, Character Design, Fantasy Art, Storyboard Art, 2D Animation, Board Game Design

**Films, Games and Production**

**2012 Unannounced and cancelled Game for Rocket Ninja**

**2008 - 2009 'Hannah Montana's Rock Out the Show' PSP game - Modeler and Texture Artist (Page 44 Studios)**

**2006 - 2007 'No Continues' Video Game Mockumentary Texture Artist/Assistant Modeler (Visual Affects Productions)**

**Storyboard Art/Conceptual Art Jobs**

**2010 Production Central - Gerber pitch with 3D storyboards**

**2009 Carol H Williams - Best Western pitch - Storyboard artist**

**2009 Page 44 Studios - Concept art for game pitches and ideas.**

**2007 Upward Rising Development "The Sit-down Man" - Storyboard artist**

**2006 Hierophant Media, Inc., "Violent Jake" - Storyboard artist**

**2006 Eighty Four Films LLC, "Teeth Grinder" animated short - Background artist**

- 2006 *Eighty Four Films LLC, "Budd Dwyer" Documentary - Storyboard artist/Courtroom Drawings*
- 2006 *Unannounced Music Video - Storyboard artist*
- 2006 *Valley of the Minotaur (still in pre-production) - Conceptual artist*
- 2005 *Vino Venue Wine commercial - Storyboard artist*
- 2005 *Eighty four films LLC, "Keg of the Dead" film - Storyboard artist*
- 2003 - 2009 *Various student film projects*

**Published Books (Illustration)**

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|--|--|--------------------|
| 2010   | <i>Fight On #8</i>                     | The Grog           |
| <i>credited on Grog website: <a href="http://www.legrog.org/biographies/jonathan-usiak">http://www.legrog.org/biographies/jonathan-usiak</a></i> |  |                    |
| 2005   | <i>EndWar Arduin Grimoires Vol. IX</i> | Emperor's Choice   |
| 2004   | <i>White Roc Inn</i>                   | Emperor's Choice   |
| 2004   | <i>Legendary Lands of Arduin</i>       | Emperor's Choice   |
| 2004   | <i>Adventures in Midland</i>           | Midland Adventures |
| 2002   | <i>Hacklopedia of Beasts Vol. 8</i>    | Kenzer and Company |
| 2001 - 2002  | <i>HackJournals</i>                    | Kenzer and Company |
| 2001   | <i>Hackmaster's Game Guide</i>         | Kenzer and Company |