

Jennifer Kiyome Provost

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Skills

Art	FX, Materials, Rigging, Texturing, Video Editing, Animation, Modeling
Software	Maya, Unreal, Photoshop, Flash, After Effects, 3dsMax
Scripting	Python, MEL, UnrealScript, C#

Work Experience

Deep Silver Volition, Temporary VFX Artist, June 2016 - December 2016

Agents of Mayhem: Open world third person shooter

- Character and environment VFX
- Cinematic VFX
- Shaders, materials, and scripting

Crooked Tree Studios, Technical Artist, April 2013 - May 2015

Throw Trucks With Your Mind: Telekinetic brawler that uses an EEG headset

- Created all VFX, including scripting spawning, attachments and replication
- Rigged all characters and animated props
- Implemented throwable vehicles
- Set up destructible dragon skeleton within Unreal
- Scheduled team tasks and deadlines
- In charge of asset pipeline and production guidelines
- Researched Unreal features to determine viability for our project, such as soft body physics and rigid body constraints

For My Brother: 3D sidescroller in the style of illuminated manuscripts

- Visual FX and related blueprints
- Rigged all characters and creatures

Red Pipe Media, Artist, June 2009 - February 2012, Part-time

Winter Wars and Wrap Time

- All visual elements

Education

DigiPen Institute of Technology, Redmond, WA

September 2005 - May 2009

B.F.A. in Production Animation

Additional Projects

Unity FX

- Scripted a particle system that would spawn another effect at the impact location of each particle
- Scripted an effect to spawn around a character and travel in an arc to a target location

Monster Eat: Unreleased Flash arcade game

- All art and scripting. Implemented steering behaviors

Narctopus: Student game set in a tesseract

- Contributed fx, concepts, models, textures, and rigs
- Added saving of animation sets to CVExporter
- Created tool to frame animation sets in Maya timeline