

# JAIME CALME

ENVIRONMENT ARTIST & COMPOSITOR

630 780 7472  
100 George St. #411  
Bensenville, IL 60106

JayC.Animations@gmail.com

## PORTFOLIO

Website: [jaimecalme.com](http://jaimecalme.com)

## EDUCATION

Columbia College Chicago  
Computer Animation, BA

Graduated May, 2020

## CREATIVE EXPERIENCE

U.S. Cellular 2022 Technical Journal Cover—Graphic Designer  
Witch's Familiar, 2020—Lead Exterior Environment Artist, VFX Artist,  
Lighting, Compositing  
Mind Games, 2020—3D Modeler, Compositor  
Someone's Someone, 2020—Director, Compositor, Motion Graphics Artist  
Late Night Café, 2020—Motion Graphics Artist  
PURRhaps a Different Spell, 2018—2D Animator

## ARTISTIC SKILLS

Drawing, Painting, Photo Manipulation, Storyboarding, 3D Modeling, Texturing, UV Unwrapping,  
Keying, Motion Tracking, Camera Tracking, Color Correcting

## SOFTWARE

Adobe Creative Suite, Substance Painter, Autodesk Maya, 3DS Max, AutoCad,  
SketchUp, Blender, Nuke, Marvelous Designer, Microsoft Office Suite

## AWARDS AND EXHIBITIONS

Scholastic Art Competition Silver Key in Digital Art  
Scholastic Art Competition Gold Key in Digital Art  
Columbia College Honors Program  
Columbia College Chicago 31<sup>st</sup> Semiannual Animation Program Screening  
Columbia College Chicago Story Reel Showcase  
Columbia College Chicago 34<sup>th</sup> Semiannual Animation Program Screening  
Columbia College Chicago 35<sup>th</sup> Semiannual Animation Program Screening

## WORK HISTORY

### Support Artist 2021-2022

Farm Creative Parlour—Chicago, IL

I worked with clients such as HON, JSI Furniture, Kohler and Suncoast to create enticing environments to showcase their products. I designed and modeled engaging spaces, then textured, lit and rendered using Corona. I have experience working on product images, whitesweeps, and animations.

### 3D Modeler 2020-2021

The Big Picture Machine—Chicago, IL

As part of the 3D modeling team, I used soft and hard surface modeling for product visualization and the creation of product configurators. I textured and rendered with V-Ray, and packaged assets. I also reviewed the work of my peers and communicated directly with clients to ensure a perfect final product.