Jeffrey Hoover
3D Animation & Tools

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Experience

2K Games
NBA 2K15   June-Aug 2014
    Motion Capture Facial Retargeting Animator – clean and
       retarget facial mocap animation with Faceware and Maya

Academy of Art University
Tea Time Animation   Feb 2016 – May 2017
    Staff member – academic enrichment

Curpigeon Short Film   Feb – May 2014
    Character and Creature Animation – old men and pigeons
    3D Layout – Blocking, polish and asset consolidation

Borderlands Cooperative
    Character Animation, Fix Animation – mesh intersection,
       spacing and timing fixes   Oct-Nov 2013

DavidsTea
    Tea Guide – entry-level retail associate   Sept 2016 – Dec 2017
    Shift Supervisor – customer service and education,   Dec 2017 – Present
       introduction to the world of tea

Languages Python, Bash, learning Rust

Software

Blender	Autodesk Maya	Adobe Creative Suite
Linux	Microsoft Office	Libre/Open Office

Education Academy of Art University
Animation and Visual Effects – 3D Character Animation   May 2016

Pixar animation classes, intermediate rigging, collaborative short
film projects

Interests FOSS, tea, amateur radio, rigging, 3D layout, high adventure,
photography