

Jared Krinsky

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About Me

I am an interactive artist who specializes in 3D modeling, animation, game design, and interactive installations. I worked collaboratively to develop award-winning games and software. In addition, I am a certified developer for Nintendo systems and have extensive experience working with 3D printing technologies. I make 3D models, animations, games, holograms, music, 3D prints, art, and a plethora of interactive work. I also have a fascination with new and emerging technologies.

Experience

Interactive Media Teacher and Coordinator

2015-Present

Hudson County School of Technology (North Bergen, NJ 07047)

Taught 3D Modeling, Animation, Game Design and interactive Multimedia to high school students.

Curriculum included:

- Animation: 3D modeling, animation, story boarding and production.
- Game Design: Game theory, design, programming, collaboration and production.

Interactive Media: Augmented reality, virtual reality, gesture controls, mobile, programming, holograms, and other forms of interactive multimedia.

Created the Game Design Club, the Table-Top Club, and High Tech eSports Team in which I was coach.

Animation I Adjunct Professor

1/1/2018- 5/10/2018

The College of New Jersey (Ewing, NJ 08618)

Taught 3D Modeling and Animation

- Animation: 3D modeling, animation, rigging, rendering, story boarding and production.

Freelancer

2008-Present

Created media for animations, games, advertising, and much more. Created fliers for events and sold commissioned artwork. Clients include: game companies, comedians, animators, and medical including Johnson & Johnson.

3D Modeler/ Game Designer

Spring 2013

3D modeled, rigged, and animated characters and environments for the game, wHealth, a game design competition sponsored by the Robert Wood Johnson Foundation. Helped design gameplay elements to

be used within the game. Contributed voice acting work as well.

Head 3D Printing Technician

2013-2014

Ran and maintained a Makerbot Replicator 2 3D Printer and set up various systems in the Ubiquitous Computing Lab within the Interactive Multimedia Department. Instructed 3D modeling and printing classes, 3D printed student work, and installed/ maintained various game and technological systems.

Education

The College of New Jersey

2010-2014

Bachelor of arts in Interactive Multimedia with a GPA of 3.5

Extra Curricular

- ACM SIGGRAPH Student Chapter
Webmaster, Member 2012-2014
- Magic Circle
Member 2010-2014

Certifications

- Certified Developer for Nintendo [2014 - Present]
- Gamification Design Certification – Engagement Alliance [2015]
- New Jersey Teaching Certificate [2015 – Present]
- ACM SIGGRAPH Member [2013 - Present]

Skills

3D Modeling/ Animation

- Maya, Blender, Cinema 4D, Mudbox, ZBrush, Eon Vue, Unity 3D, Poser Pro, Makerware, Substance, Chaotica,

Design

- Adobe Creative Suite [Photoshop, Dreamweaver, Illustrator, InDesign, etc...]

Video Editing

- Adobe After Effects, Composite, Final Cut Pro



Other Programs

- Microsoft Office, Garageband, Audacity, Pulse, Leap Motion, Lens Studio, Gear 360,

Languages

- HTML, CSS, Javascript, Processing, Apple Scripts, MEL Scripts

Operating Systems

- OSX, Windows, Linux