Jaden Denfeld
3D modeler

Email: JadenKDenfeld@gmail.com
Portfolio: https://dtc-wsuv.org/jdenfeld20/alum-portfolio/
YouTube: https://www.youtube.com/channel/UCyqaAptQL_OwJNAmRFmCLww/feature

Languages

English
Beginner ASL
Beginner Spanish

Education

-B.A. in Digital Technology & Culture, 2022
Creative Media & Digital Culture Program
-Game Design certificate, December 2022
-Minor in Fine Arts, December 2022
Washington State University Vancouver

Projects

G-0
Spring 2021
URL: https://ulmban.itch.io/g0
A platformer video game with an emphasis on
manipulating gravity wells to traverse an environment.
- Modeled robot found on level 2
- Modeled gravity gun

PSA animation
Spring 2022
URL:https://youtu.be/De2P61XdYHM
This 3D animation was created to help bring
awareness to the influence that disabilities has on an
affected person and to bring awareness on
how widespread the
effect of disabilities are.
I was responsible for
- 3D modeling
- Texturing
- Rigging
- Animating
- Pre and post production editing.

Models
-Mech
3D model created Fall 2022
URL:https://skfb.ly/ozFBu
-Chess Pieces
3D model created Fall 2021
URL:https://skfb.ly/ozFKC

Professional Experience

Uncle Buddy's Funhouse
Fall 2022
A multimedia novel/mystery video game
created by John Mcday where you explore a
package left to you by your missing uncle.
Head 3D modeler for the entire project
URL: https://dtc-wsuv.org/projects/uncle-buddy/

First Sight Family Vision
Optometrist technician
March 2021 to present
Duties;
- Managing customer requests and questions
- Basic testing procedures and information compiling from patients
- Multitasking

Skills

Technical
- 3D Modeling
- Texturing
- Sculpting
- Rigging/Animation
- HTML 5
- Game Development
- Video Editing
- Illustration
- Photo Editing

Software
- Maya
- Mudbox
- Adobe
- Illustrator
- Photoshop
- Premiere Pro
- After Effects
- Adobe Substance Painter
- Blender
- UnReal Engine
- Unity

Hobbies
- Models
- Painting
- Jewelry Design
- Blacksmithing
- Drawing/Sketching