

Jean-Marc Labal

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Clarksburg, MD

Work Experience

Director of Animation/Technology at Interface Multimedia

10/2020 - Present

Over 20 years of experience in creating thousands of renders and many animations. Complete renders and animations from start to finish. Using new software and plugins such as for water and fire simulations. Helping other team members so that their renders meet company's standards. Create 3D web based applications using Unity and C#. Testing Unreal for future projects.

Lead Artist at Interface Multimedia

10/2007 - 10/2020

Responsible for the overall look of a 3D project. Determine the type of lighting to be used for a specific project. Teach and train staff members in the proper use of the various tools. Test new technology prior to implementation in the studio. Create library of tools and assets, models, textures and light setups. Taking care of the renderfarm and any software/hardware issues

Team Leader at Interface Multimedia

03/2005 - 10/2007

Coordinates with the entire project team of modeling and rendering artists to tackle the most complex issues. Conducts monthly creative staff meetings on best practices for each speciality. Conducts Weekly projects meetings to establish progress on current work, develop new work plans, and assign task oriented work. Taking care of the renderfarm and any software/hardware issues

3D artist at Interface Multimedia

03/2002 - 03/2005

Work closely with the senior team manager to ensure projects success. knowledge of 3D modeling and rendering skills. Analyze and understand a set of architectural construction documents. Help clients visualize their future projects by creating and texturing precise 3D models.

3D Modeler Intern at Balfour

11/2001 - 12/2001

Development of interactive 3D visual scenes for the Bethpage Black Golf Course. Application of 3D modeling techniques to a real world 4D visual application in event planning and logistic MGMT, (Supported by NYS Dept. of Transportation). Low-polygons modelling and texturing for realtime simulations.

Awards/Publications

Artwork featured in Expose 7 - Excellence Product Design
Artwork featured in Expose 6 - Excellence Architecture
The Pixelator award from Interface Multimedia, 2007
2 artworks featured in Expose 5 - Excellence Environment
5 unparalleled Years award from Interface Multimedia, 2007
Artwork featured in Expose 4, 2006
The Pixelator award from Interface Multimedia, 2005

Education

Briarcliffe College - Bethpage, NY - December, 2001
A.A.S. / Graphic Design - Dean's list - 3.86 GPA
Fluent in English and French - French and American Citizenship

Skills

3D studio Max, Vray, Phoenix, Unity, Unreal, Substance Painter, Zbrush, Lightwave Forestpack, Adobe Photoshop, After effects, Premiere, illustrator.

