

JONNY OSTREM

VISUAL ARTIST

311 - 1530 GRAVELEY ST.

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JONNYOSTREM.COM

EDUCATION	EMILY CARR UNIVERSITY OF ART AND DESIGN (2006-2010)	Bachelor of Fine Arts in Animation and Media International Student Scholarship GPA 3.49
SOFTWARE & SKILLS	Mac OSX, Windows 10, Autodesk Maya, After Effects, Premiere, Photoshop, Mudbox, Zbrush, Arnold Renderer, Touchdesigner, Unreal Engine, Qube, Javascript, CSS, Html, Python, Aframe(WebGL)	
PROFESSIONAL EXPERIENCE	ONDATA - CREATIVE BC Recipient, Project Lead 2018 - Ongoing	<ul style="list-style-type: none">· Developed project concept, pitch, and project architecture.· Managed and organize team and project goals.· Produced functional prototype, integrated sensor data and logic
	EMILY CARR UNIVERSITY Studio Technician 3, 3D Anim 2016-2018	<ul style="list-style-type: none">· Developed original technical instruction and documentation.· Worked directly with students and faculty to deliver workshops.· Implemented infrastructure to support 3D animation pipeline.
	STAN DOUGLAS INC Lead 3D Artist 2014-2015	<ul style="list-style-type: none">· Generated large scale architectural renderings and print material for artist Stan Douglas.· Managed budgets and schedules for large projects.
	HELEN LAWRENCE Lead 3D Artist 2013	<ul style="list-style-type: none">· Generated historically accurate renders for 4k cubemap output.· Collaborated with Stan Douglas (Director), Brian Johnson (Cinematographer) to create photorealistic CG backgrounds.· Facilitated nightly rendering and updating of 100+ 4k cubemaps through bash scripting.· Lead art team and provided direction to additional artists.
	NATIONAL FILM BOARD CIRCA 1948 IOS APP Art Lead, Technical Artist 2012-2013	<ul style="list-style-type: none">· Created and managed 350+ 3D assets and master scenes for integration in a real-time engine for iOS.· Lead small team of artists, giving artistic direction and acting as a liaison with producers.· Developed scripts and tools to improve Maya 3D asset creation workflow.· Conducted interview and hiring process of new 3D artists.
	GLOO STUDIOS Visual Effects Artist 2010-2012	<ul style="list-style-type: none">· Modelled, rendered and composited 3D assets for a film visual effects pipeline.· Created particle/physics simulations; fire, water, smoke, cloth, rubble in Autodesk Maya· Worked with visual effects director and clients.
EXHIBITIONS & SCREENINGS	"Change" at Animafest Zagreb, Croatia (2017) Installation, FUSE, Vancouver Art Gallery, (2016) Installation, TEDx Vancouver, Arts Program, (2015) Live Animation Performance, FUSE, Vancouver Art Gallery, (2015) Live Animation Performance, New Forms Festival, (2014) Installation, TEDx Vancouver, Arts Program, (2014) "O." at Les Sommets du cinéma d'animation (2010) "O." at Ottawa International Animation Festival (2010) "O." at GIRAF Animation Festival, Calgary (2010) Container Art, Pacific National Exhibition (2010) Structure and Curio, Yale Town Gallery (2009) Pact 6: RED, Concourse Gallery ECUAD (2008)	
AWARDS & SCHOLARSHIPS	CreativeBC Interactive Fund Recipient (2018) Special Award for "Change" at Animafest Zagreb (2017) Leo Award, Best Visual Effects in a Short Drama (2012) President's Media Award in Animation, 1st Place (2010) 48shortfilms Audience Choice Award in Animation, 1st Place (2010) Junior Achievement in the Arts (2005)	
