



Jeremy Siew

Animation • Visualization • Illustration

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Professional Profile:

Versatile and creative digital artist with 13 years of experience in Design Visualization. Proven ability to direct, design and produce compelling motion graphics and illustrations. Passion for storytelling and education using film, animation, 2D/3D graphics and music.

Experience **AECOM Design + Planning**, San Francisco, CA 2006 - present Visualization Artist

Created evocative 2D/3D illustrations, motion graphics and short films for design concepts. Used creative problem-solving to illustrate complex ideas through mixed-media animations. Directed 3D imagery and videos. Taught workshops in artistic and technical rendering.

Group Hug Productions, San Francisco, CA 2005 - 2007 Freelance Set Designer • Technical Director

Designed sets and produced concept art for the animated short, *Everything Obsolete*. Provided artistic and technical direction during visual development. Voiced main characters to effectively visualize story development.

Neoscape Inc., Boston, MA 2000 - 2005 Senior Digital Artist • Audio Composer

Created realistic and illustrative 3D environments for architectural visualizations. Served as Lead Artist in areas of lighting, digital painting, 3D modeling and rendering. Managed projects from concept to completion with direct client interaction. Directed and composed original sound tracks for multimedia presentations.

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|---------------|----------------------------|----------------------------|---------------------------|
| Skills | • Motion Graphics | • 2D / 3D Digital Painting | • 3D Modeling / Texturing |
| | • 2D / 3D Animation | • Illustration | • 3D Set Dressing |
| | • Audio / Video Editing | • Photo Simulations | • CG Lighting / Rendering |
| | • Art / Creative Direction | • Photo Retouching | • Project Coordination |
| | • Technical Direction | • Environment Concept Art | • Music / Acting |

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|-----------------|--------------------------|-----------------------|------------------------|
| Software | • After Effects | • GenArts SAPPHIRE | • 3D Studio MAX / VRAY |
| | • Premiere Pro | • GenArts Monsters GT | • Google Earth Pro |
| | • Photoshop | • Adobe Audition | • AutoCAD |
| | • InDesign / Illustrator | • MS Office Suite | • Deep Exploration |

- Personal** Team-player • Self-motivated • Personable • Professional • Resourceful • Reliable
Strong organizational and time management skills with solid work ethics.
Passion for storytelling, music, voice acting, children's media and education.
Languages: English, French, Cantonese and learning Portuguese.

- Education** **Rhode Island School of Design**, Providence, RI
Bachelor of Fine Arts, 1995 - 1999
Bachelor of Architecture, 1995 - 2000

- Awards** **2013 Merit Award:** Association of Environmental Professionals, *Ocean Beach Master Plan*
2013 National Env. Excellence Award for Planning Integration: NAEP, *Ocean Beach Master Plan*
2008 AECOM Excellence Awards (Merit): Beyond Practice Category for, *PARK(ing) Day*
2004 Emmy Nomination (New England Regional Chapter): CGI Production, *A City in Bloom*
2004 Bronze Telly: CGI Production & Public Relations, *Fan Pier Development*
2003 Gold Telly Classics: Best Works of The Last 25 Years, CGI Production, *A City in Bloom*
2003 Award of Excellence: ASAI Architecture in Perspective 18, *Caddy Farms*



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Partial credits **Ghostbot Inc.**

Role: Original Music Soundtrack Composer

· *Anniversary* (animated short)

(Semi-Finalist at 2012 Moondance Film Festival / Best Humor Nomination at AniMazing)

AECOM

Role: Art Director • Video Creator • Animator • Lighting Artist • Digital Painter

· *Bund International Finance Center* · *San Francisco Ocean Beach Vision & Master Plan*

· *INTUIT campus master plan* · *Zhuji Old Town Vision*

· *Wenzhou Lucheng Plaza* · *Qingyun Waterfront*

Group Hug Productions

Role: Concept Artist • Visual Development TD • Voice Actor

· *Everything Obsolete* (animated short for PBS)

Neoscape Inc.

Role: Lighting TD • Senior Artist • 3D Modeler • Texture Artist • Set Dresser

· *The Rose Kennedy Greenway – A City in Bloom* (Boston's The Big Dig)

· *Fan Pier 2004*

· *The Residences at Mandarin Oriental Boston*

· *When Seconds Count - Newton Wellesley Hospital*

Publications 3D renderings featured in:

2004 The Master Architect Series VI

Payette Associates; An Evolution of Ideas

Project: Princeton University, Guyot Hall Additions & Renovation

2004 NYSR Portfolio of Architectural & Interior Rendering

(New York Society of Renderers)

Project: Time Warner Center

2003 Architecture Boston: The Year in Review

Project: Boston's Big Dig, The Central Artery

2003 ASAI Architecture in Perspective, Pasadena, CA.

(American Society of Architectural Illustrators)

Project: Republic Caddy Farms Digital Rendering