Jordan Wischmann
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Objective:
Seeking a creative position that is challenging, influences many and can help shape the future

Qualifications:
Expert knowledge at Cinema 4D, Adobe CS, Video Production, Unity, Story Ideation, Visual Direction

Skilled in Octane for C4D, Maya, ZBrush, PFTrack, AE Compositing, Quixel, xNormal

AR/VR Experience at MS with HoloLens for 5 years, included Art Direction, visual design, motion graphics, Unity implementation

Works well with tight deadlines, very quick production process with minimal client revisions

Senior Marketing Artist at Rec Room, Lead Visual Designer for MSFT HoloLens, games, iOS mobile content, passionate about creating captivating user experiences and engaging content

Education:
Bachelors of Art with an emphasis on Visual Communication Seattle Pacific University, Seattle, Washington
June, 2006

Experience:
Rec Room, 2021 - Now

Lead Senior Marketing Artist responsible for key art, promotional materials, social media posts, growth marketing campaigns and marketing art for a wide variety of collateral at Rec Room.

Clirio, 2019 - 2023

Senior Visual Design, 3D Artist, Creative Director, was solely responsible for design mockups, creative direction, animation, anything that needed a creative eye fell under my umbrella.

Self-Employed, 2018 - Now

Worked with a variety of clients including Object Theory, BGC Engineering and VREAL on Mixed Reality and VR experiences across a broad range of applications and content types. Photography (Real Estate, Portrait, Landscape, Aerial), Videography, Branding, lots of side jobs.

LOOOK, Inc., 2017 – 2018

Crafted various mixed reality experiences for businesses to improve the understanding of content that they've only been able to view in a 2D environment

Created a Unity experience, video and UWP application with BGC Engineering to help them solve challenges with understanding complex geo-engineering data

Microsoft, 2013 – 2017

Completed 5+ Vision Labs for Microsoft, working with clients we help brainstorm, ideate and foster amazing ideas using the Microsoft HoloLens

Helped ship 2 HoloLens 1st Party Apps - Roboraid & HoloStudio, visual Design, Motion graphics, UI Design, 3D generalist / modelling, previz for AR/VR experiences

Smashing Ideas, 2006 – 2013

Completed ~30 flash games & sites, ~10 iOS apps, ~50 rich media ad campaigns worked with clients including Random House, Nintendo, Hasbro, Mattel, Disney, Nickelodeon, PBS, Toys "R" Us & Sony

Activities:
Currently enjoying surfing, hiking, biking, beach days, street tacos, life in Mexico!