

Jonathan L. Albertson

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August 2018-present	Art Producer Shadow Health, Inc Manage key art deliverables for WebGL based medical simulation suite of tools. Act as conduit between art team, Product Owners, and Unity simulation developers. Provide leadership in key areas of art pipeline management, quality standards, workflow documentation, art asset organization. Provide mentorship to junior artist in key areas of art asset creation and pipeline integration.	Gainesville, FL
February 2020 - December 2020	Digital Artist (Contract) ZSpace, Inc Assist with developing interactive materials and 3D content for Unity based augmented reality STEM platform. Work with development team to address critical art bugs and implement art-based solutions for enhancing overall platform performance and stability.	San Francisco, CA
August 2017-May 2018	Visiting Instructor, Digital Media University of Central Florida Provide instruction for undergraduate digital media majors in key digital media concentration areas: illustration, graphic design, 3D game design, and human-computer interaction.	Orlando, FL
January 2016-August 2017	Adjunct Professor of Digital Media / Computer Animation Florida Polytechnic University Provide undergraduate instruction in areas of computer graphics, digital media (2D and 3D), game development, and 3D computer animation.	Lakeland, FL
August 2016-April 2017	3D Art Specialist Florida Interactive Entertainment Academy (FIEA) Served as studio assistant for UCF's graduate game design program. Assisting faculty and operational staff with oversight on emerging technologies (mocap, facial motion capture, AR/VR), gallery installations, and student collaborative projects.	Orlando, FL
December 2013-August 2015	Scrum Master/Project Manager Junyo, Inc. Project and Product Manager for K-12 data analytics software startup. Responsibilities include leading daily stand-ups, implementing backlog refinement, running agile ceremonies, training dev team members on lean/agile software processes, and interacting with customers on several key product deliverables.	Orlando, FL
July 2007-December 2013	Digital Artist/ Producer/QA Lead 360ED, Inc Digital Artist and Producer for award-winning educational games startup. Responsibilities include creation of 3D art and digital media assets for educational games and training, marketing materials, 3D art libraries, texture libraries, provisioning of professional development materials, QA documentation and other onboarding assets for 360ED partners and customers	Orlando, FL
EDUCATION December 2007	UNIVERSITY OF CENTRAL FLORIDA/F.I.E.A. Master of Science, Interactive Entertainment	Orlando, FL
August 1998	THE EVERGREEN STATE COLLEGE Bachelor of Arts, Media and Culture Studies	Olympia, WA
SKILLS	<i>Creative:</i> Adobe Creative Suite, Autodesk Maya, Substance Painter, ZBrush, Unity, Unreal Engine <i>Project Management:</i> Jira/Confluence, Draw.io, Plastic SCM, Perforce, Pivotal Tracker, Parature, Trello, Github	
CERTIFICATIONS	Certified ScrumMaster (SCRUM Alliance, 2014)	