

## Jonathan Casco

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### Skills

- Low Poly / High Poly / Digital Sculpting
- UV Mapping and Texture Editing / Baking
- 3D Scene Prototyping
- Environmental and Character Animation
- Proficient Shader / Material Knowledge
- Lighting / Particle Effects

### Art Tools

- Maya (Expert)
- ZBrush (Intermediate)
- Substance Painter (Novice)
- 3DS Max (Intermediate)
- XNormal (Expert)
- After Effects (Intermediate)
- Mudbox (Expert)
- Photoshop (Expert)
- Illustrator (Intermediate)

### Editors

- Unity (Expert)
- UDK (Intermediate)

### Work Experience

**TRIPP, Inc**

**3D Generalist**

**06/2020 - 05/2023**

**Calm & Focus XR Worldscape Experiences** (Meta Quest, VIVE Flow, PSVR, Nreal) Publisher: TRIPP, Inc

- Provided support in concept design during ideation phase.
- Created custom art assets.
- Optimized and imported art assets from external resources.
- Created and implemented animation.
- Created and implemented effects.
- Scene lighting setup and lightbake output.
- Optimization, QA, and adaptive maintenance.
- Provided support for marketing team.

**Sanctum AR Experience** (Meta Quest, Nreal) Publisher: TRIPP, Inc

- Provided support in concept and ideation phase.
- Modeled, textured, and rigged a couple of plants.

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**DigitalFish** **3D Generalist** **04/2019 - 11/2019**

**StoryTime** (Portal+, PortalTV) Publisher: Facebook AR Group

- Worked on localization tasks using SparkAR Studio.

**Unannounced Project** (Oculus Quest) Adventure Lab

- Created several props and a character.

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**Gamaya Inc** **Senior 3D Artist** **12/2012 - 08/2018**

**Hanuman Vs. Mahiravana** (Film) Green Gold Animation Pvt Ltd

- Created environment assets and set decoration for three scenes in the film.

**Wrath of the Fire God VR** (HTC Vive, Oculus Rift) Self Published

- Created environment assets, lighting, and effects using Unity.
- Rigged and animated giant statue boss.

**Gamaya: Restore the Legend** (IOS, Android) Self Published

- Created environment assets, lighting, and effects using Unity.

**Unannounced Project** (PS Vita) Sony

- Created environment assets, lighting, and effects using Unity.

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**Self-Employed** **Contract Artist** **01/2011 – 09/2011**

**Astro Pizza** (IOS, PC) Publisher: GREE International

- Modeled and textured characters and props.

**Scarygirl** (PSN,XBLA,PC) Publisher: TikGames

- Modeled and textured several NPC characters for 3D rendition of Scarygirl.

**Finding Nemo Aquarium** (IOS) Publisher: Hudson Entertainment/ Konami

- Created animated sprites and backgrounds based on the Pixar film.

**Nectaris Military Madness** (Android) Publisher: Hudson Entertainment/Konami

- Created background tile-sets for hex map strategy game.

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**Namco Networks** **2D/3D Artist** **08/2010 – 11/2010**

**Vegas Players Club** (Mobile) – NOT PUBLISHED

- Provided art support for casino games by creating vector art for various icons.
- Re-scaled art assets for VPC using Illustrator and Momonga sprite tool.

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**Santa Cruz Games** **Lead Animator** **02/2008 – 09/2008**

**Igor** (Nintendo Wii) Publisher: SouthPeak Games

- Managed art assets from multiple outsourcing companies.

- Setup in-game cut-scenes and called events using scripts.
- Animated various characters for in-game cut-scenes using Maya.
- Animated cut-scene camera using in-house proprietary tools.
- Modeled, textured and applied lighting for level environment.

## **Hudson Entertainment**

## **Creative Support**

**10/2006 – 11/2007**

### **Digital Download Division**

- Provided art and design support for classic Hudson IP to meet current visual and game play trends for WiiWare and Xbox Live Arcade market. Titles include Bonk, Alien Crush, Air Zonk, Gates of Thunder, Military Madness, ChewManFu, Dungeon Explorer, and Bomberman LIVE.
- Provided design support for Fishing Master for the Wii.
- Created 3D character models, textures and animation for Bonk: Brink of Extinction on the Nintendo DS and Wii for proof of concept.
- Modeled and textured several characters for a real-time 3D rendition of Diner Dash for proof of concept.

### **Mobile Division**

- Mobile graphic conversion of the PC puzzle game Kachinko.
- Mobile graphic conversion of the Turbo Graphics strategy game Military Madness.

### **Marketing/Music Division**

- Designed layout for several print ads for Hardcore Gamer magazine and Source Magazine.
- Provided art for website.

## **Capcom Studio 8**

## **Art Lead**

**06/1997 – 03/2006**

### **Final Fight: Streetwise** (Playstation2/Xbox) Publisher: Capcom USA

- Supported managing and mentoring the art team.
- Supported development of player abilities and combat system.
- Animated combat motions for main character and hit reactions.
- Applied and animated hit-boxes for main character and NPCs.
- Applied and animated FX to main character motions.
- Animated combat motions for several enemy characters.
- Modeled, textured and applied lighting to a couple of levels.

### **Maximo2: Army of Zin** (Playstation2) Publisher: Capcom USA

- Supported managing and mentoring the art team.
- Supported development of player abilities and combat system.
- Modeled, textured and applied environmental animation to several levels.
- Applied lighting and FX to several environments.

### **Maximo: Ghosts to Glory** (Playstation2) Publisher: Capcom USA

- Prototyped main character abilities.

- Modeled and textured the select screen.
- Modeled, textured and applied environmental animation to several levels.
- Supported development for applying shadow maps to the scenes.
- Applied lighting and FX to several environments.
- Supported managing and mentoring the art team.

**Final Fight Revenge** (Arcade/Sega Saturn) Publisher: Capcom USA

- Mentored junior 3D character animators.
- Worked with design leads to develop player abilities.
- Modeled, textured, and rigged Rolento, El Gato, and Poison.
- Animated all combat motions for Rolento and El Gato.

**Ocean of America (Infogrames) Senior Artist 05/1994 – 06/1997**

**Mission Impossible** (Nintendo 64) Publisher: Infogrames

- Modeled and textured, and rigged NPCs.
- Modeled and textured several environments.
- Cleaned up motion-capture data for NPCs.
- 3D character animation for NPCs.

**Waterworld** (Sega Saturn & Nintendo Virtual Boy) Publisher: Ocean

- Modeled and textured jet skis based on licensed motion picture for pre-rendered sprites.
- 3D character animation for main character.

**Lobo** (Super Nintendo & Sega Genesis) - NOT PUBLISHED

- Modeled 3D props and backgrounds for pre-rendered images based on DC comic characters.
- Production assistant for motion-capture shoots.

**Flintstones the Movie** (Super Nintendo & Sega Genesis) Publisher: Ocean

- Sprite animator for main character and enemies.

**Where's Waldo Screen Saver** (PC) Publisher: Ocean

- Sprite animator for a digital version of the Where's Waldo book series.

**Iguana Entertainment (Acclaim West) Art Lead 03/1992 – 05/1994**

**Aero the Acrobat II** (Sega Genesis & Super Nintendo) Publisher: Sunsoft

- Mentored junior sprite animators.
- Supported art director to develop color palette for all sprites.
- Sprite animator for main character and enemies.
- Created tiled backgrounds for a few levels.

**Pirates of Dark Water** (Sega Genesis) Publisher: Sunsoft

- Sprite animator for 3 playable characters and enemies.
- Created tiled backgrounds for a couple of levels.

**Aero the Acrobat** (Sega Genesis & Super Nintendo) Publisher: Sunsoft

- Sprite animator for main character and enemies.
- Created background tile sets for a few levels.

**Might & Magic III** (Super Nintendo) Publisher: New World Computing

- Sprite animator.
- Sprite resolution and color reduction for PC port to console.

**Education**

- De Anza College
- Masters Institute for Graphic Design
- Andrew Hill High School