

Jared Woock

Industrial Animator

Visualization/Design

29 Elmora Ave.
Goose Creek SC. 29445
515-570-9401
JaredWoock@Gmail.com

My goal as an Industrial Animator is to clearly illustrate design intent and project requirements with visual aids to team members and clients. By effectively communicating and visualizing project requirements and challenges, solutions and effective designs are met quickly and efficiently, client appreciation and understanding improves, and errors and costs are reduced. Industrial animation is an affective aid used through-out the production cycle for Business Development, R&D, Clients, Subject Matter Experts, Project Managers, Investors, and Industry Partners.

Key Experiences and Responsibilities

- 4 years First Robotics experience and 2004 regional champions.
- 2004-2006 apprenticeship at Black Hawk Engineering.
- Bachelor's degree in Computer Animation.
- 4+ Years holding DOD secret security clearance.
- 4+ years of increasing responsibility in Project Visualization, Parametric Modeling, Project Documentation, and Design in the defense industry.
- Hold US Secret Security Clearance 4+ years.
- Performed systems integration design on C2 systems for SSC-LANT (SPAWAR Atlantic). Activities focused on ground based vehicle platforms. Systems included secure analog and digital communication networks/systems, and DC and AC power distribution and management.
- Influential in client and partner meeting discussions on design criteria and objectives.
- Responsible for collaborating with multiple disciplines and vendors to facilitate innovative design and solutions.
- Conducted multiple feasibility studies to identify and address design weaknesses and flaws.
- Implemented development of marketing materials and presentations.
- Responsible for managing production of SolidWorks and AutoCad drawings for submittal.
- Experience with tools and principals involved in production of training material, block wire diagrams, schematics, fabrication drawings, installation drawings, and parametric models.
- Lead implementation of Mental Ray Render Solution cutting render times from 3 weeks to 4 days.

Skills

- Proficient in Maya, SolidWorks, Adobe product suite, and MS Office Suite.
- Able to communicate effectively with management, subject matter experts, employees, vendors, and customers.
- Ability to use logic and reasoning to identify strengths and weaknesses of alternative solutions, conclusions or approaches to problems.
- Ability to collaborate internally with coworkers and externally with clients and industrial partners to discuss and determine designs and necessary changes.
- Use sound judgment and problem-solving skills to complex projects and business challenges.
- Strong design and conceptual skills.
- Proficient in 3D modeling, drafting, and layout of technical parts to clearly communicate to others how products or structures are to be fabricated, constructed, assembled, or modified.
- Drive to improve quality and performance with Business Development/Marketing tools with Production, Assembly, and Marketing materials.
- Proficient in maintaining electronic library of drawings, images, and models.
- Self motivated, precise, and professional in producing quality work.
- Results-oriented with proven ability to organize, plan, and prioritize work to meet strict deadlines.

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2

Work History

Design Mill

June 2008 - June 2010

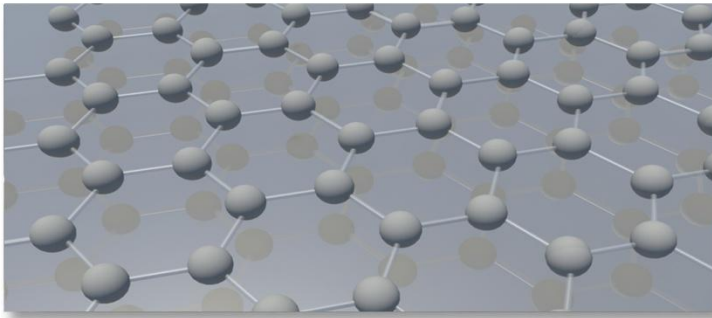
Navy Comms - Concept Visualization
AAV - Crewman & Repairman Training



Freelance

June 2010 - June 2011

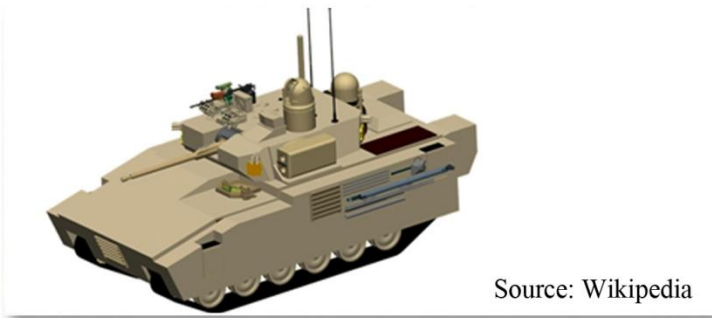
Xolve



SAIC

June 2011 - June 2012

IFV - Project Visualization
MRAP PESD - Drafter III



ManTech

June 2012 - Present

Agency MCV - Senior Designer



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Student Work



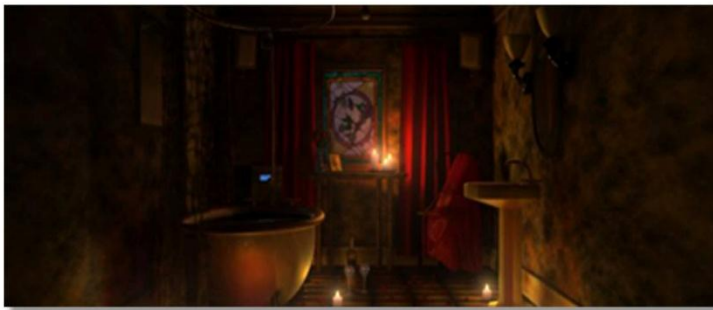
Grand Teton National Park

Scene: Maya
Render: Mental Ray
Textures: Photoshop
Poly Construction
Fluid & Fur
After Effects



Cambridge University Stairwell

Scene: Maya
Render: Mental Ray
Textures: Photoshop
Poly Construction
Custom Day/Night Lighting
After Effects



Hot Bath

Scene: Maya
Render: Mental Ray
Textures: Procedural
Nurb Construction
After Effects



Scorpion – Real-time Environment

Jared Woock – Team Lead
Zoning Modeling Lighting
Peirce Mangimelli
 Textures Modeling
Andrew Herd
Animation Particles Triggers
 Power Up Population
Mike Ballintine
 Textures Modeling Particles

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Other Work

