
JEREMY SHUBACK

(248)496-1099

4905 Fairview Ct
West Bloomfield, MI 48322

www.jeremyshuback.com
jeremy@jeremyshuback.com

WORK EXPERIENCE

Internship *Animation Collective, 2005*

Created backgrounds and diagrams in flash and 3D vehicles in Maya
Designed pre-layouts for seven episodes of SKWOD and a plethora of odd jobs

Internship *Richard Solomon Artist Representative, 2005*

Worked on creating portfolio books for top illustrators
Helped with collaborations between Richard Solomon and various other companies

Web Designer *Israel Ministry of Tourism, 2005*

Worked with a small team to create a gallery of Israeli pictures for the national tourism site

Independent web developer *K&L Technologies/Self employed, 1999-present*

Create corporate identities, logos, business cards, and websites

Teacher *Temple Adath Yeshurin, 2003-present*

Engage students in 3rd through 7th grade with subjects ranging from Hebrew to History

PROGRAMS & LANGUAGES

Programs known:

3d Studio Max, Corel Draw, Director, Dreamweaver, Final Cut Pro, Fireworks, Flash, GoLive, Illustrator, Imageready, Indesign, Maya, Painter, Photoshop, Swift 3d, Lightwave

Languages known:

Action Scripting, C++, PHP, MySQL, JavaScript, Jitter, MAX/MSP, FileMaker Pro, HTML, Lingo, Lasso, XML, English

EDUCATION

Syracuse University *dual major in Illustration and Computer Art, 2002-present*

Illustration Focus on character design, portraits, sets, and narrative pieces

Computer Art Create Lightwave animations, Flash Games, websites, and experimental videos

Hebrew University, Rothberg International School *Liberal Arts Semester Abroad, 2005 spring*

Focused on History and Religious studies

University of Michigan *Dual Enrolled while in High School, 2002*

Worked on creating the Michigan Youth Caucus (see below)

PROJECTS

XIII Years *(3D Game) Syracuse University, 2006*

Working with five others to create this Survival Horror/Strategy game in OpenGL
Responsibilities include concept art, level design, 3d modeling, and AI programming

The Plant *(3D Animation) Syracuse University, 2005*

Worked with a partner to create this animation in Lightwave
Developed the storyboard and animatic, and then divided the work among the team members

Bullet Tag *(Flash Game) Syracuse University, 2004*

Led a team of four to create this Flash game
Programming involved hit detection and character movement on an isometric plane

Michigan Youth Caucus *(Political Involvement Website/Organization) University of Michigan, 2002*

Created by fourteen students over the course of a semester
Features include original forums, calendars, and articles, all created from the ground up