#### **DESIGNER**

Bend, Oregon 513.335.0940 jclindegren@gmail.com

# JACOB LINDEGREN

JCLINDEGREN.COM

# **EXPERIENCE**

# The Hettema Group

**Designer III** Pasadena, California May 2019 - Present

My primary role is to assist the creative team in visualizing a concept/development, while having the opportunity to pitch designs to our internal team and clients. I have been able to expand my knowledge of SketchUp & Enscape to provide the team with anything from fly through videos to CAD exports.

## **Entertainment Design Corporation**

**Art Director** Los Angeles, California February 2015 - July 2015, July 2018 - May 2019

One of my primary responsibilities on MotionGate was to create the 3D models for area development and Dragon Gliders in the How to Train Your Dragon Land. Other responsibilities included coordinating with lighting, graphics, and AV vendors as well as creating illustrations for final lighting intent, mural paint elevations, and rock work finishes.

## **Uncaged Software, LLC**

Developer/Owner Cincinnati, Ohio

July 2015 - Present

Completed concept and programming for our first application, Ciclops, using Visual Studio, SQL Server, C#, Javascript and HTML/CSS. Ciclops is an online application used by over 40 funeral home partners to create memorialization products.

### **Miami University**

**Visiting Professor** Oxford, Ohio September 2015 - June 2017

My responsibilities included curriculum development and teaching 5 undergraduate and graduate courses within our program, Interactive Media Studies, with a focus on web development and design.

### **Walt Disney Imagineering**

Contracted Designer Glendale, California January 2015 - February 2015

I assisted in the development of Ghost Post, primarily working on graphics, user interface, and user experience design with our team at Walt Disney Imagineering Research and Develop\* ment. Ghost Post was released in March 2016.

#### **Walt Disney Creative Entertainment**

Art Intern Anaheim, California
June 2014 - December 2014

Throughout my internship, I worked with vendors, coordinated art assets, and produced artwork for projects such as, Legends of Frontierland, Big Hero 6 Meet and Greet, and the Frozen Meet and Greet inside Disneyland and DCA.

# **AWARDS**

# **THEA Award for Outstanding Achievement**

MotionGate Art Director EDC April 2018

# **THEA Award for Outstanding Achievement**

**Ghost Post** Contracted Designer WDI April 2017

# **EDUCATION**

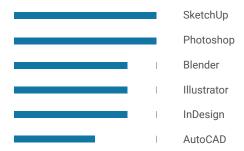
## Savannah College of Art & Design

Master of Fine Arts Themed Entertainment Design 2013 - 2014

## **Miami University**

**Bachelor of Arts** Interactive Media Studies 2009 - 2012

# **PROGRAMS**



# REFERENCES

#### **Alex Calle**

CEO Hidden Lemons alex@alexcalle.com | 661.714.5823

#### **Dan Torres**

**Sr Art Director** Walt Disney Creative Entertainment daniel.torres@disney.com | 562.201.0715

#### **Kelley Ritch**

#### General Manager

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