



Jack J. Lai

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Education

Parsons the New School of Design, BFA Communication Design & Technology,
New York, NY September 2004 - May 2008

Professional Skills

3D Software

Autodesk Maya, ZBrush 3, Boujou, Autodesk Motion Builder,
Vicon IQ Software, and Vue

Video Software

Adobe Aftereffects, Adobe Premiere, DVD Studio Pro, and Final Cut Pro.

Visual Software

Adobe Photoshop, Adobe Illustrator, Adobe Flash, and Adobe InDesign.

Programming Language

HTML, C++, Adobe Dreamweaver, and Actionscript.

Professional Experience

2009

Vizrt Creative Service, Freelance CG Artist, New York, NY, January - Present

2008

321 Launch, Freelance CG Artist, New York, NY, November

Click3X, Freelance CG Artist, New York, NY, July - November

ACM Siggraph, Student Volunteer, Los Angeles, LA, August

New School Digital Library, Office Assistant, New York, NY, July 2007 - August 2008

Mechanism Digital Studio, Animation Intern, New York, NY, March - April

2007

Click3x, CG Intern, New York, NY, June - August

Parsons Pre-Enrollment, Maya Pre-College TA, New York, NY, March - June

New School University, Computer Lab Tutor, New York, NY, October 2006 - June 2007

Marvel Entertainment, Digital Comic Freelance, New York, NY, February - May

2006

Marvel Entertainment, Web Design Intern, New York, NY, March - June