

JARED ATHIAS

 jaredathias@gmail.com |  jaredathias.com |  @jugglejawns |  PNW-based

Professional Summary

Multidisciplinary artist with a strong foundation in 3D digital design, lighting, and compositing for animation and immersive content, as well as a touring contemporary juggling performer and workshop facilitator. Adept at blending technical workflows with expressive movement to create visually impactful experiences both on-screen and on stage.

Digital Art & Animation Experience

Lighting Artist

Mainframe Studios – Vancouver, BC

Sept 2022 – Aug 2023

- Lit and composited episodes for *Barbie: A Touch of Magic* (Netflix)

Jr. Lighting Artist

ICON Creative Studios – Vancouver, BC

Mar 2022 – Sept 2022

- Lit and composited episodes for *Transformers EarthSpark* (Paramount+)

3D Artist

Amazon TRB – Seattle, WA

Aug 2018 – Dec 2021

- Modeled/textured AR/VR assets, improved customer engagement
- Asset management pipeline contributor
- Led photogrammetry R&D and cleanup pipeline

Production Assistant

DreamWorks TV Animation – Los Angeles, CA

Aug 2017 – Apr 2018

- Supported asset management for *Trollhunters* and *Dragons: Race to the Edge*
 - Streamlined communication across production pipelines
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Contemporary Juggling & Performance Art

Selected Performances

- *The Flow Show*, San Francisco, CA (2025)
- *Cascade Equinox*, Redmond, WA (2024) — Performed with Marc Rebillet
- *SH'Bang Fest*, Bellingham, WA (2024)
- *Portland Juggling Festival Gala*, Portland, OR (2023)
- *Turbo Fest*, Quebec City, QC (2024)
- *My People's Market*, Portland, OR (2024)
- *RIT Juggling Festival*, Rochester, NY (2023)

Original Acts

- *Ssssshhhhhhht* – A search for stillness through noise
- *Portals* – A contemporary exploration of misdirection and wonder
- *It's Too Hot* – A chaotic, sweaty cascade of comedy and clubs
- *Sleep Juggling* – Surreal sleeplessness in object manipulation

Workshops Offered

- **Let's Get Animated** – Apply the 12 principles of animation to juggling
- **Stacks and Splits** – Beginner-friendly floaty shapes and formations
- **ADHD Fidget Tricks** – Sensory-focused club movements

- **Multiplexes of Madness** – Intermediate-level multiple club throwing
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Technical Skills

- **Software:** Unreal Engine, Houdini, Maya, Blender, USD, Arnold, Renderman, Substance Painter, Marvelous Designer, ZBrush, Photoshop, After Effects, Premiere, Nuke, TouchDesigner
 - **Coding:** Python, GLSL
 - **Workflow Tools:** Microsoft Suite, Google Docs
 - **Motion/AI Tools:** Move AI, Rokoko AI
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Education & Certifications

BFA in 3D Digital Design, Rochester Institute of Technology (2017)

- *Cinematic Lighting in Houdini*, Rebelway (2024)
- *Python for Maya*, Alexander Richter TD Masterclass (2023)