JORDAN EZZELL

PORTFOLIO

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JORDAN EZZELL

CONTACT

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[website] jezzell.studio
[artstation] jezze11
[instagram] jo.of_arch

SKILLS

[3d modeling]
■■■■ blender
■■■■ rhino 3d
■□□□ houdini
■■□□ maya
[adobe suite]
■■□□ substance 3d painter
■■■□ photoshop
■■■■ illustrator
■■■■ indesign
[game engine]
■■■■ unity
■□□□ unreal
■■□□ c#
■■■■ ink

EDUCATION

[2024] university of tennessee
bachelor of architecture

[2024] CIEE and IAAC
barcelona study abroad

EXPERIENCE

[current] **3D artist || AGD**
+ 3d modeler for ongoing game development
+ hard surface modeling of architectural assets
+ uv unwrapping for handoff to texture artists
* use of blender and unreal 5

[current] **tutor || Varsity Tutors & Wyzant**
+ teach blender, rhino 3d, adobe suite, and visual design via online platforms

[may 2024 - august 2024] **game designer || FableX**
+ development of Dreamless Kingdom for FableX in unity
+ built quest, inventory, dialogue system, and UI using ink and unity c#
+ built drafts for level and narrative design
* use of unity, c#, ink, adobe suite, and midjourney

[may 2022 - may 2024] **UTCoAD facilities**
+ led design of the Design Futures Lab and pin-up furniture for the college's use
+ contributions to studio layouts, furniture fabrication, office reconstruction, and photo lab management
* use of rhino 3d, adobe suite, and wood shop
* under kevin stevens

[fall 2023] **teaching assistant || arch. structures**
+ assisted third-year architecture students in understanding the IBC, LEED, and structural design fundamentals
* under ted shelton and tricia stuth

[fall 2021] **teaching assistant || arch. representation**
+ assisted first-year students in learning the basics of rhino 3d, adobe suite, and architectural representation

PROJECTS

[current] **unnamed**
* ongoing development
* with AGD

[2025] **Dreamless Kingdom**
+ narrative fetch-quest
+ an outsider must help the villagers rise up against the monarchy and live their dreams
* ongoing development
* with FableX

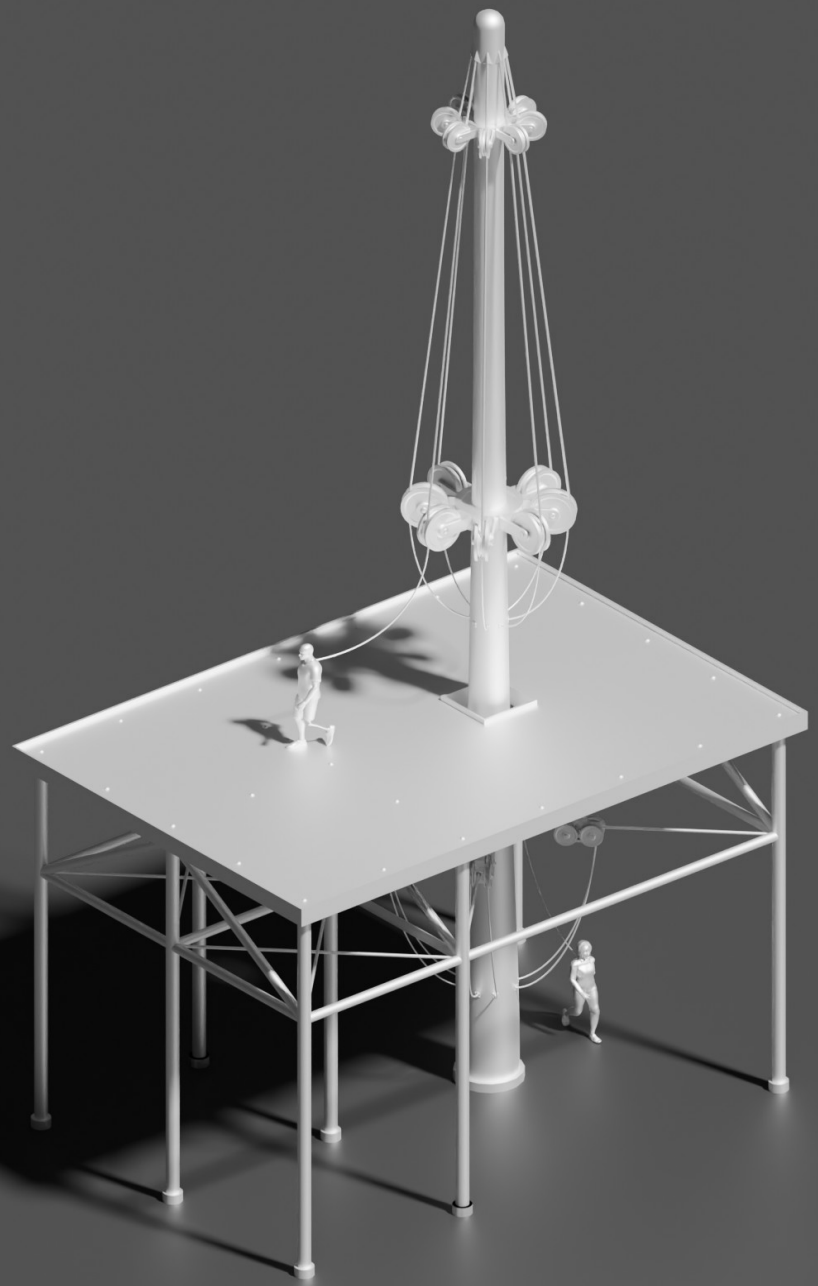
[2024] **motherlode**
+ narrative side-scroller
+ senior thesis exploring our loss of digital public space to corporations
* on itch.io

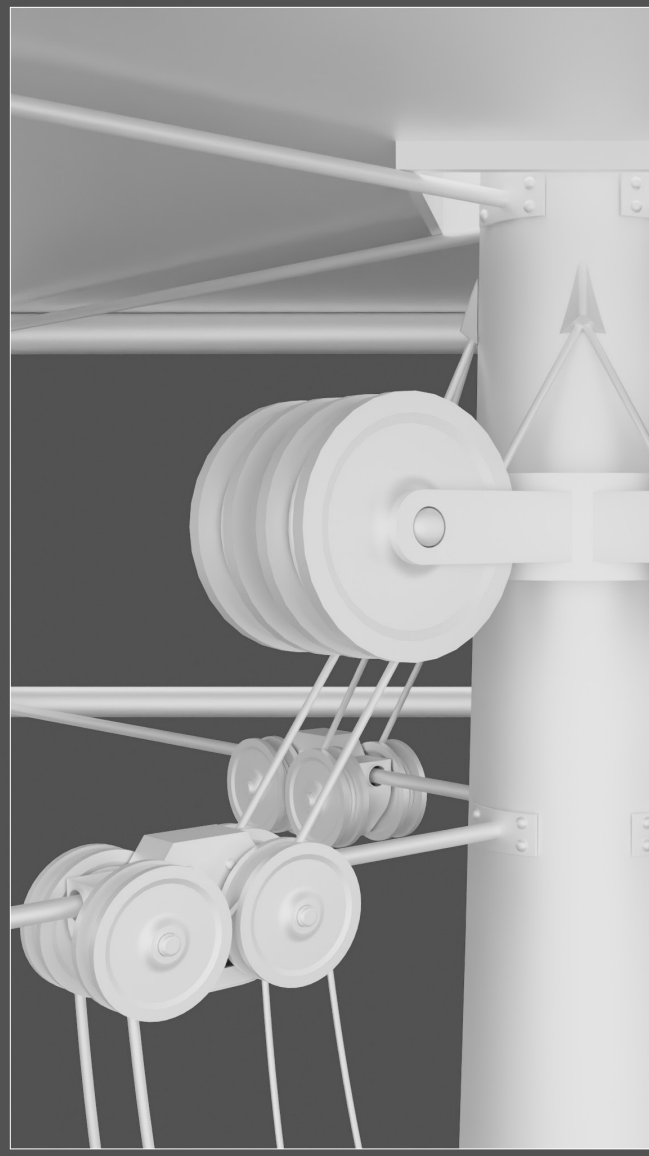
[2023] **frAm3**
+ arch. at zero competition winner
+ agricultural center focused on axis, alternative, and autonomy
* with mars seay

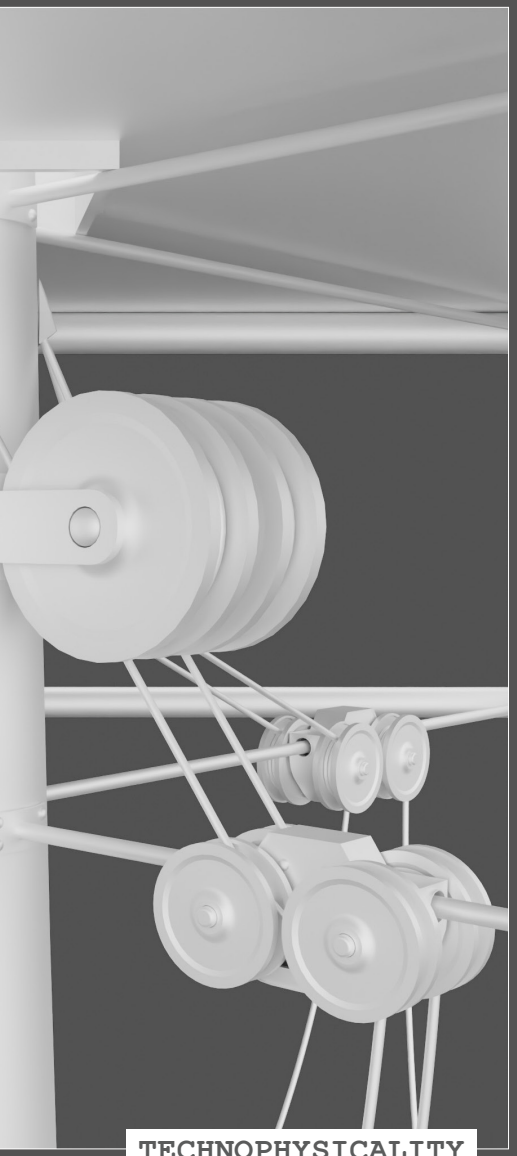
ACHIEVEMENTS

[2024] **Distinguished Design Award Nomination**
+ for "motherlode" project
+ hung in ewing gallery spring 2024

[2023] **Architecture at Zero Undergraduate Merit Award**
+ for "frAm3" project
* with Mars Seay

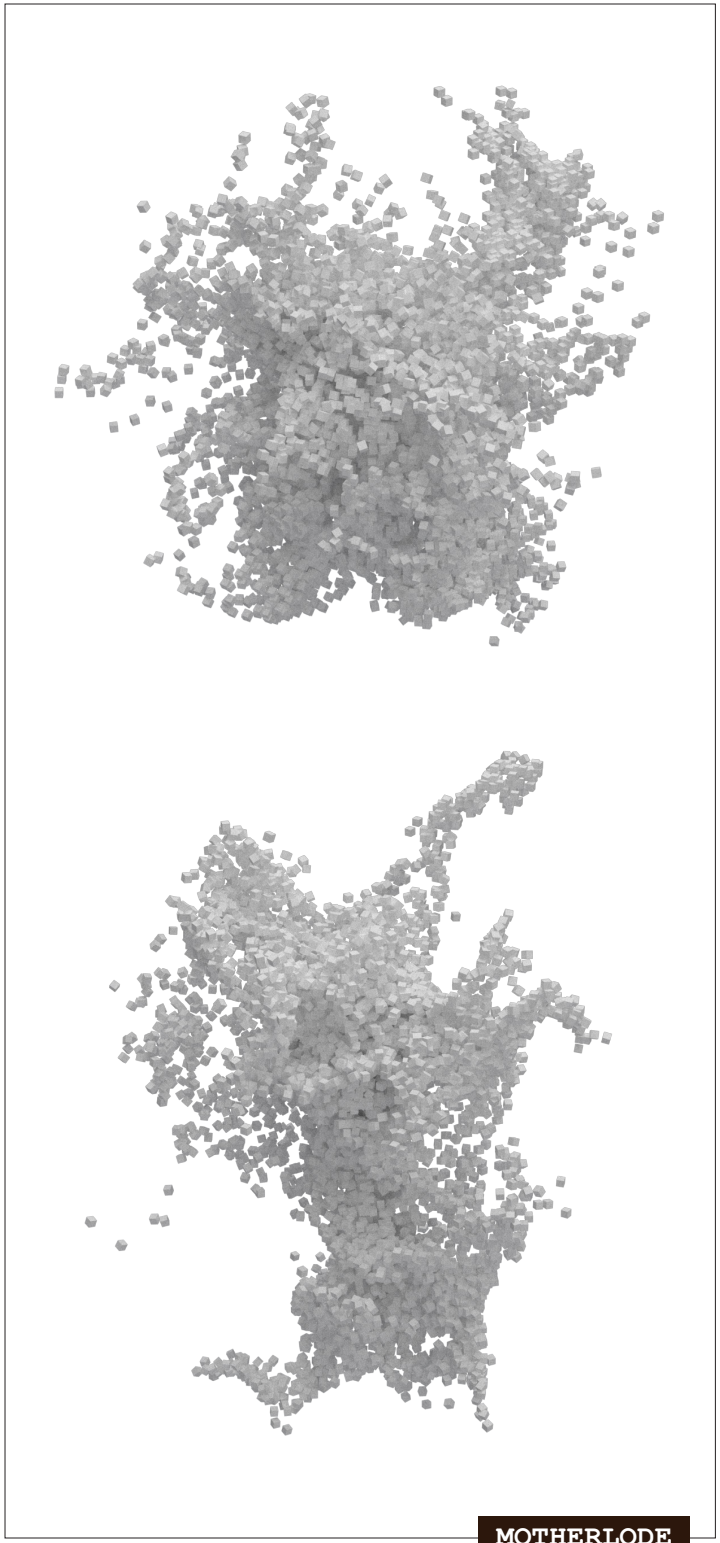






TECHNOPHYSICALITY

a series of built nodules and tube systems provide a living suit of protection to the inhabitants of a poisoned site; this relationship, while largely symbiotic, creates a heavy reliance on each other that leads to further isolation from the outside world.



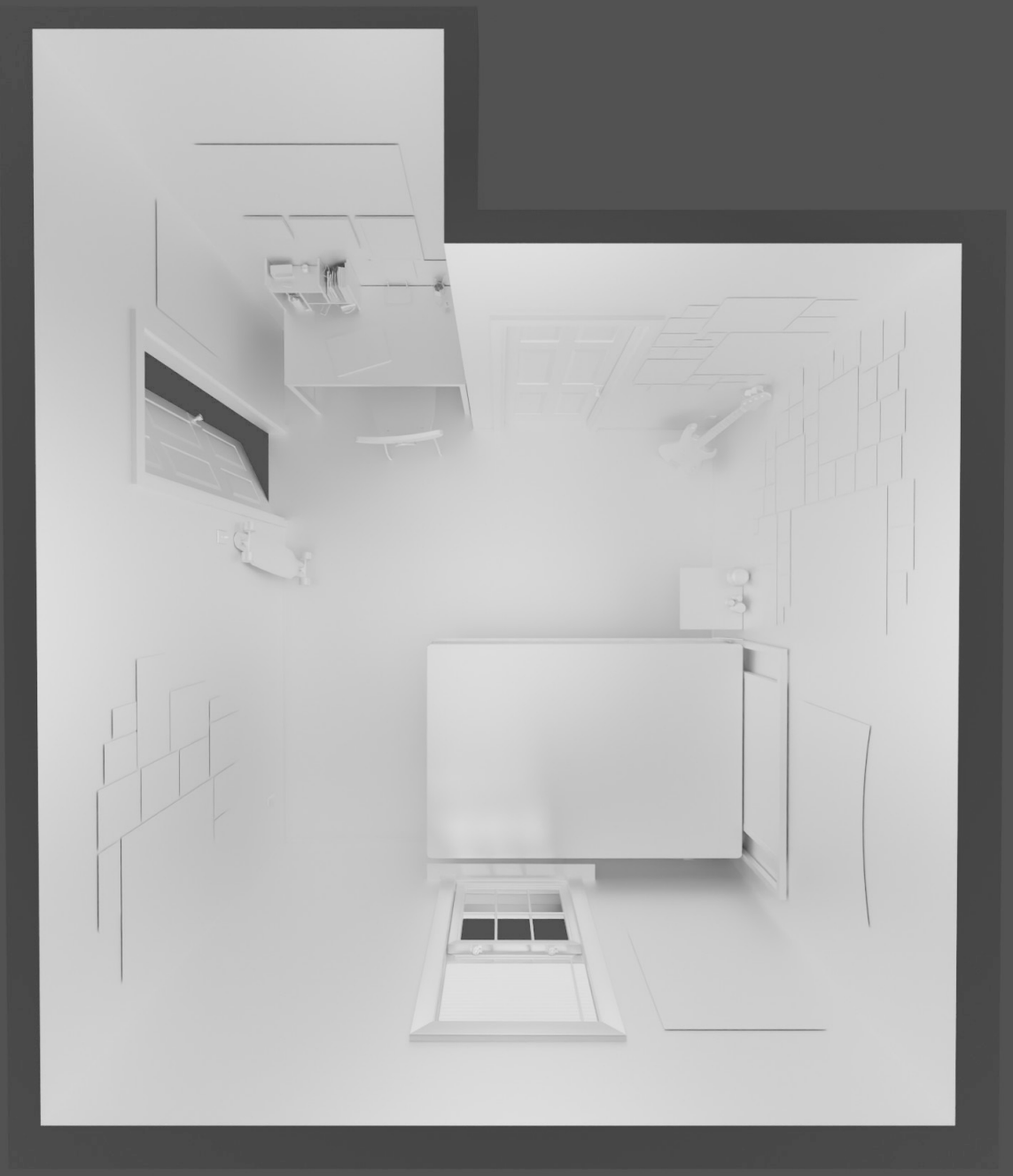
MOTHERLODE

ARCHITECTURAL MODELING

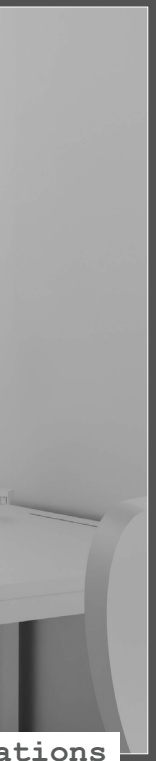
i have been working in rhinoceros 3D since the very beginning of my architectural education in 2019. i am known for modeling down to the very screw, a level of detail that is difficult to achieve in a program used more for conceptual design; i push the program this way because i believe that those little details matter, even at large architectural scales.

these details are supported by a talent for architectural design. frAm3, designed by myself and mars seay, won the 2022 architecture at zero undergraduate award due to its stellar design and high-level drawings. i have studied both visual and structural design, meaning that my visuals are only elevated by the architecture's sound and studied structural systems.

over the years, i have also dabbled in houdini and maya to create more abstract models; motherlode, for example, employs houdini to create distorted voxels of existing game models in order to further radicalize their forms. i further added blender to my arsenal to focus on topology, game-ready modeling, and rendering techniques. i can freely move between all four programs to best work on a model and have done so for years.



[room]ina



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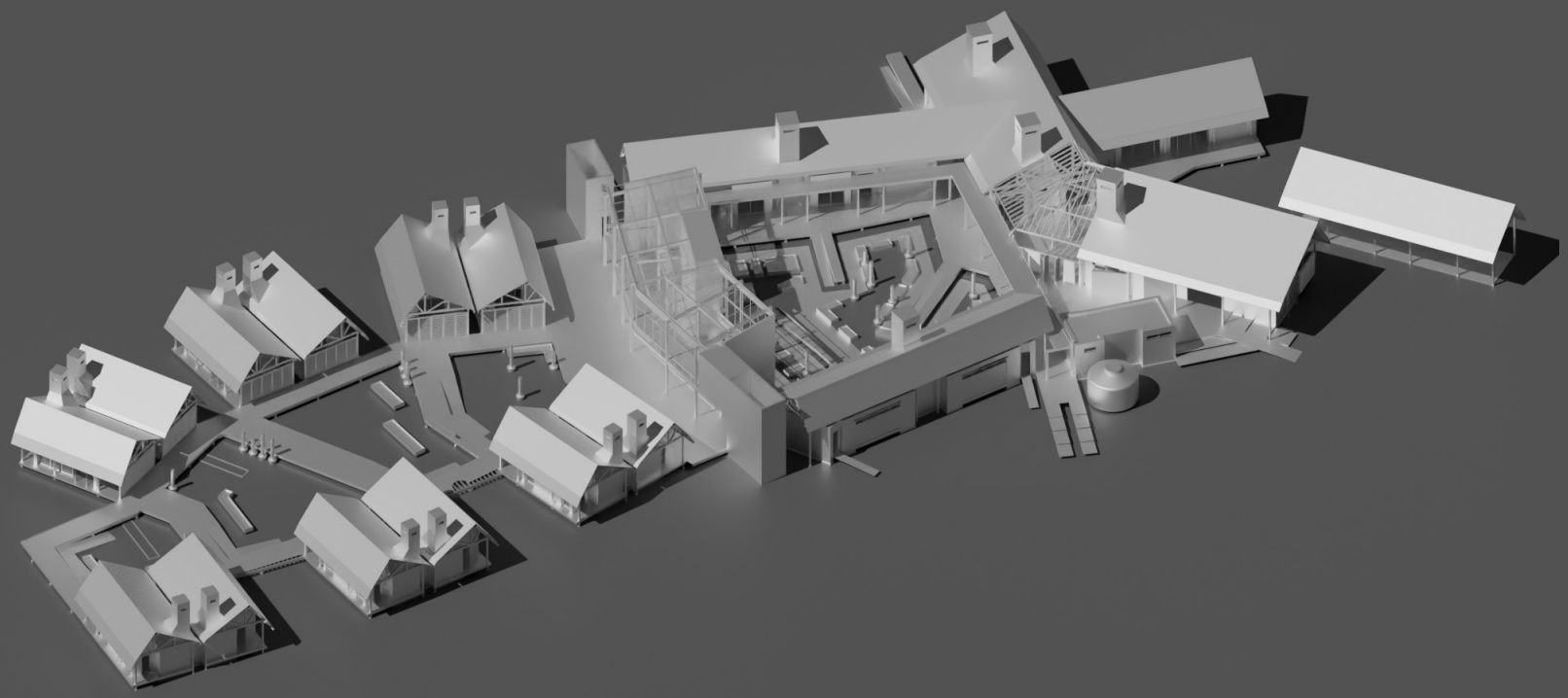
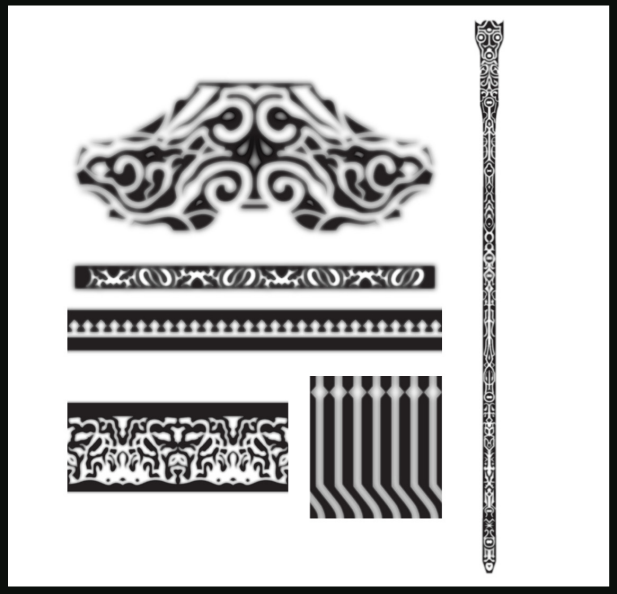
frAm3





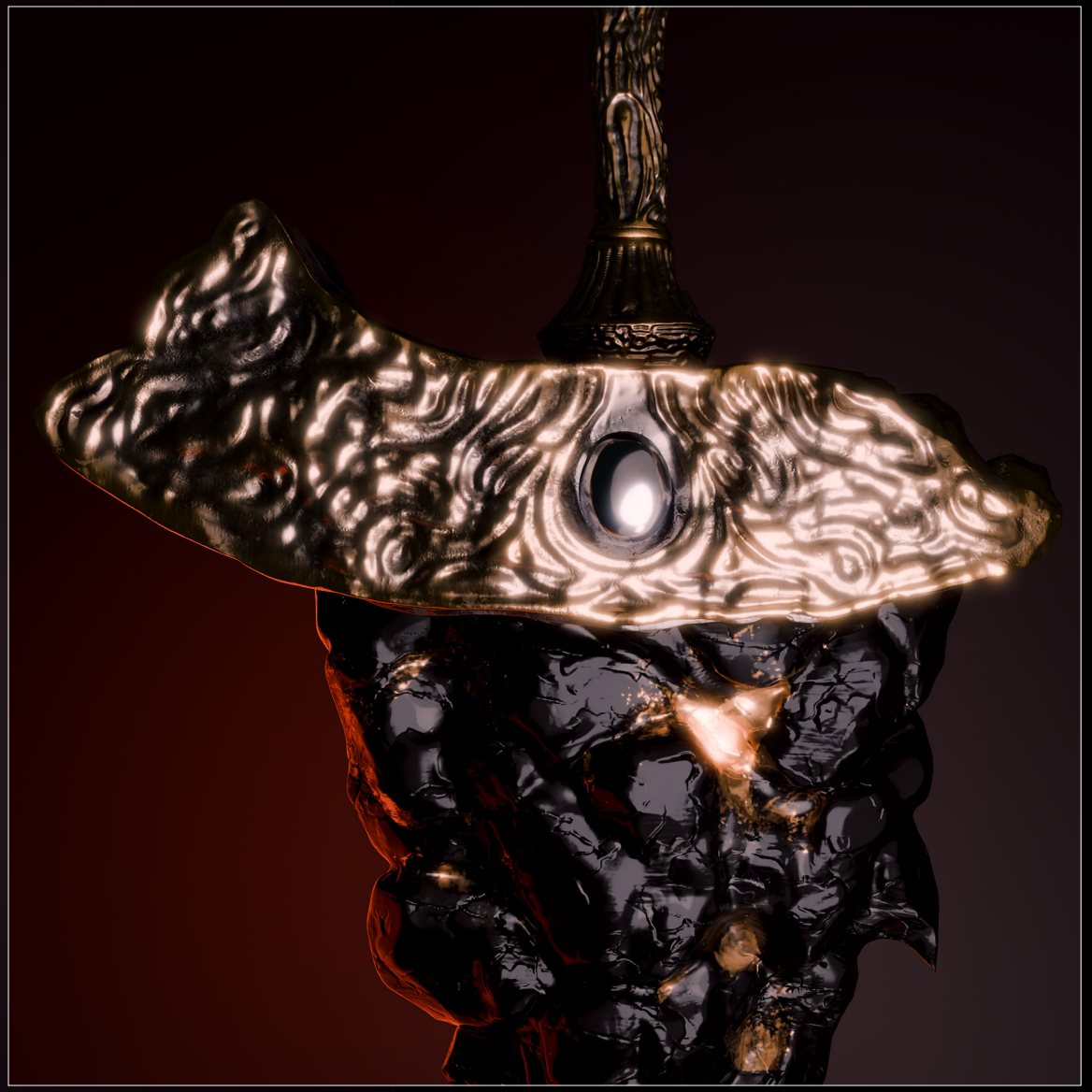
SWORDS & SWORDS

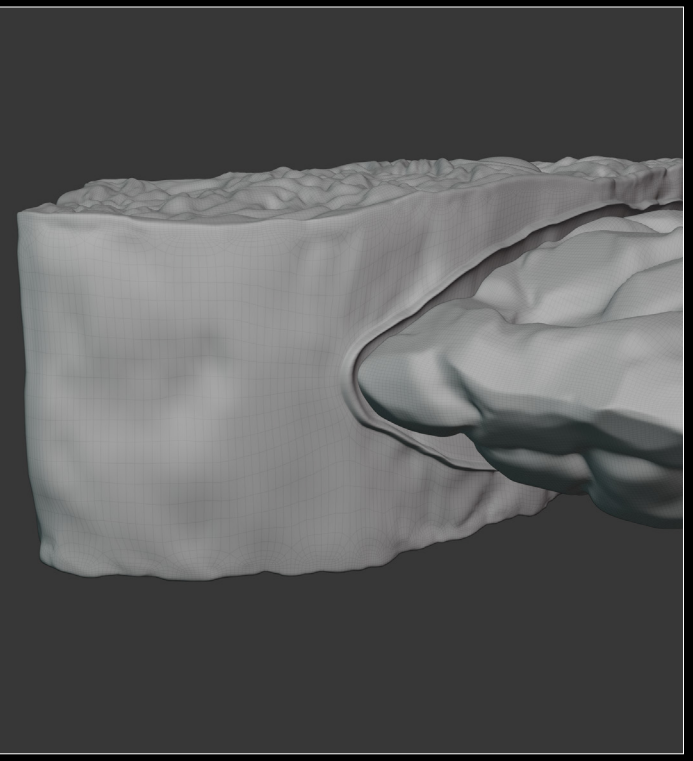
to help myself transition from rhino to blender, i set out to model some of my favorite swords from my favorite games. these first two swords in particular are from elden ring. while i have only finished these two, i already feel fully comfortable in blender and intend to make more just for fun.

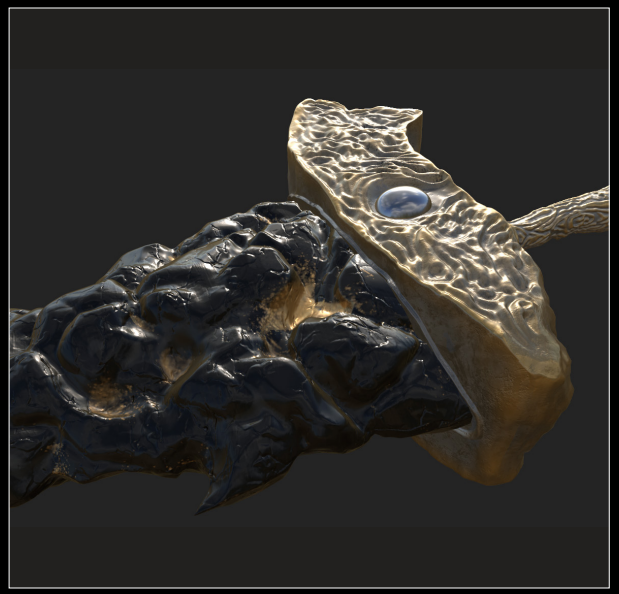
both models rely heavily on displacement maps that i myself traced, filled, and effected in rhino and adobe illustrator. they were also textured in substance 3d painter at 2k resolution. while incredibly high-poly, these could be reduced down if a game-ready model of these weapons becomes a goal of mine.

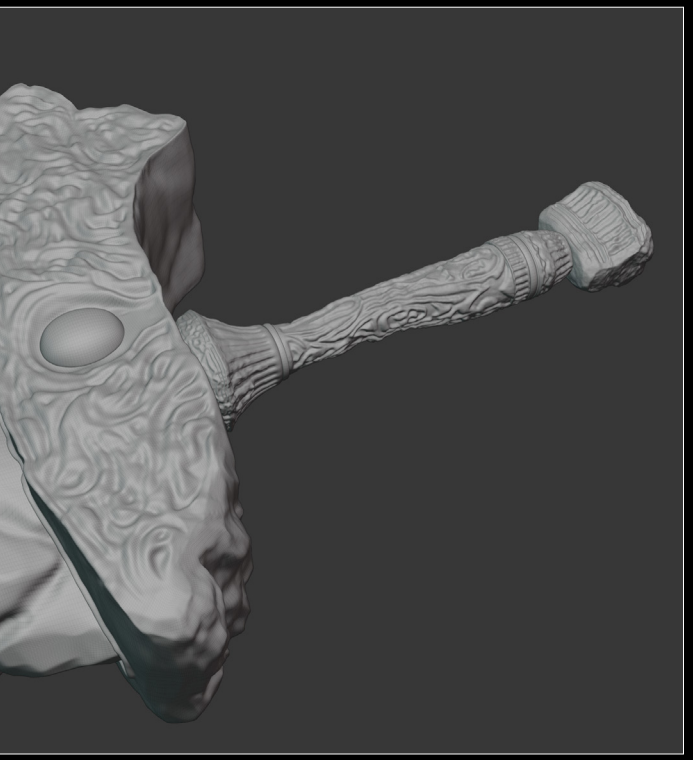
the milady was my favorite weapon from the dlc, and with how intense its metal patterning is, i knew it would be a good candidate for my blender transition. when i became interested in sculpting, i moved on to maliketh's black blade; its blade is entirely sculpture, while the hilt just uses the occasional rocky brush to add further texture.

included are renders out of blender, topology screenshots, my displacement maps, and screenshots in substance 3d painter.









File Options Window Help

File Options

Data source: ACCRA

City you are moving from

Knoxville Franklin, TN

City you are moving to

Knoxville, TN

Your current income

$50,000

REFRESH LISTING

Your results

To maintain your current standard of living in Knoxville, TN, you need to earn:

$43,845

The cost of living is 12.31% lower in Knoxville, TN.

File Options Window Help

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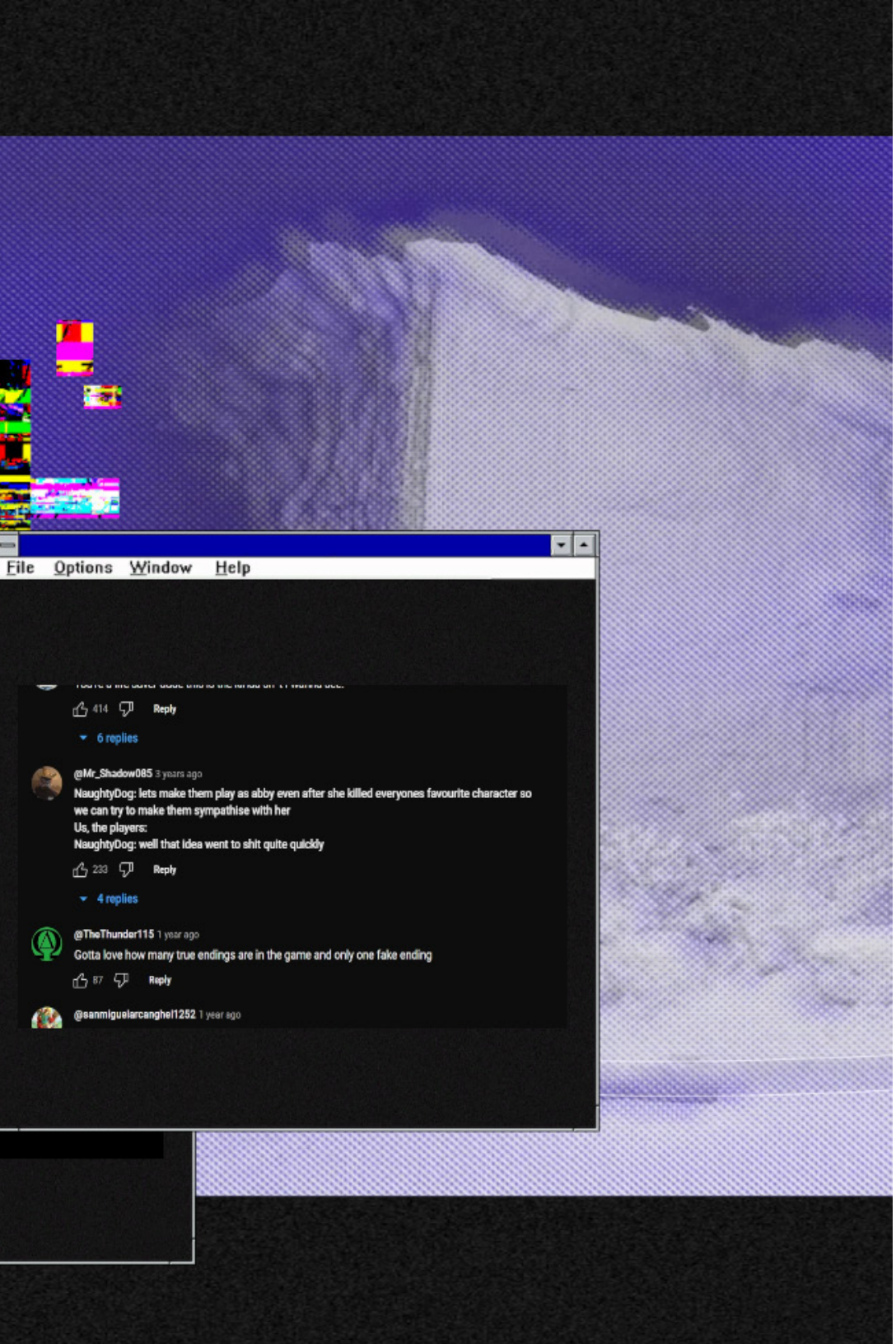


MOTHERLODE

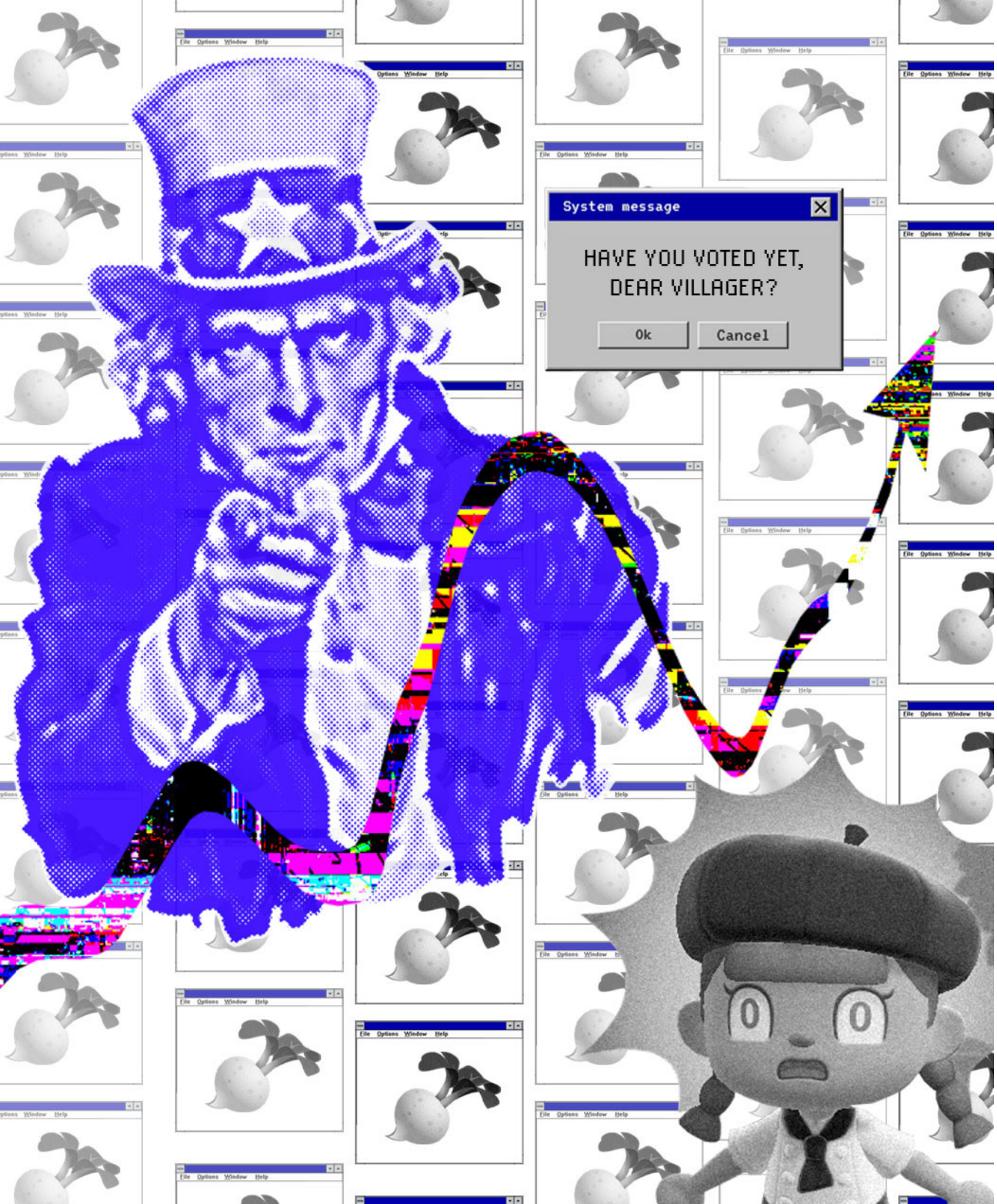
in the wake of the 21st century's unrelenting capitalist systems, the common populace has increasingly turned to digital escapism. social media, video games, false realities - anything to regain control in an otherwise failing society.

what once stood as a space for the people, however, has soured under corporate hands. they've brought real into an unreal world; what ensues is confusion between company and social media, elon musk and the automobile, dystopia and utopia. in order to survive, this emerging digital-reality must exist outside of these scales to prevent the commodification and loss of a space initially meant for the people.

this thesis finds great interest in video games as a particularly accessible method of survival, as the game itself can escape its own space in moments of digital confusion, joy, wonder, and despair, all at once. these weird contextual moments, referred to as "instances", are observed as their symbolic characters undergo formal deconstruction, reconsciousness, and final radicalization. this process allows them to enter the digital-reality as newborn "charms", sentient entities that have managed to escape the corporate digital landscape.

a point-and-click game was developed during the project's final month. through this, we are allowed observation of the digital-reality and its charms. our commodified bodies, however, present great risk to their well-being, and some charms may not take well to it. the game can be found for free on itch.io as "motherlode".

[full project document can be accessed via my website, jezzell.studio, under "links"]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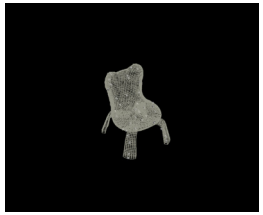
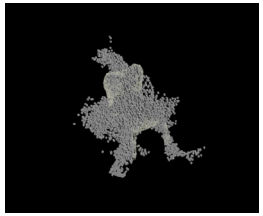
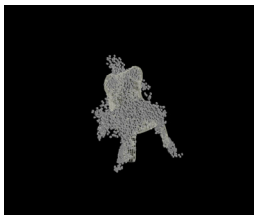
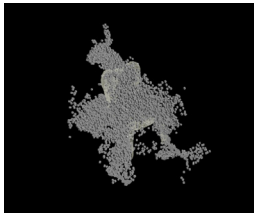
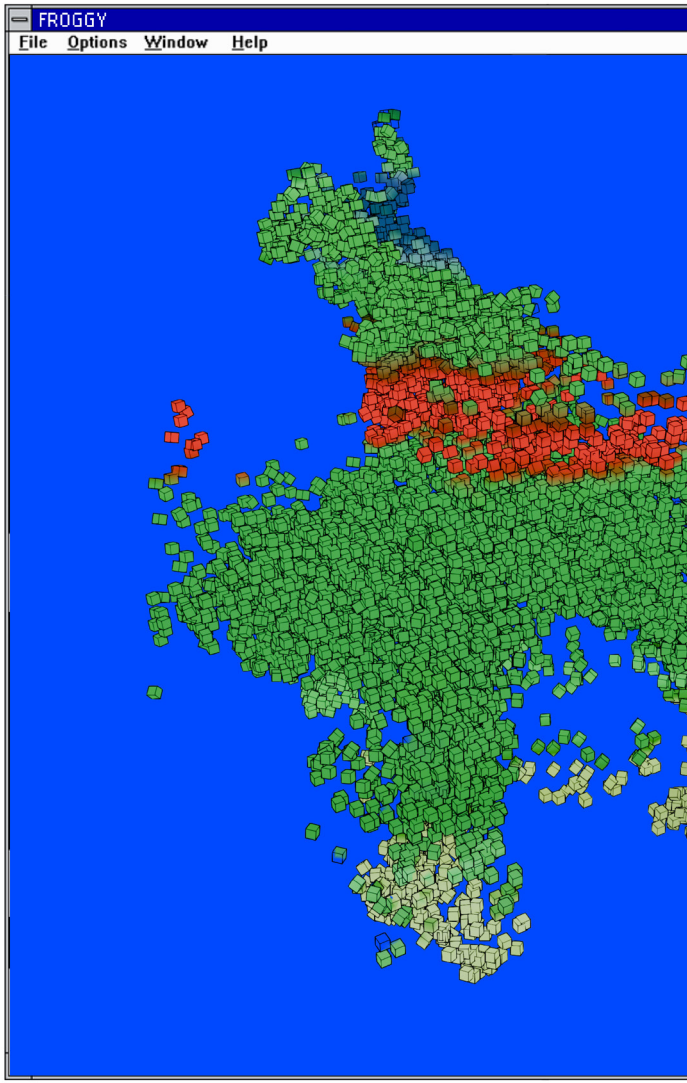
HAVE YOU VOTED YET,
DEAR VILLAGER?
Ok
Cancel










FROGGY
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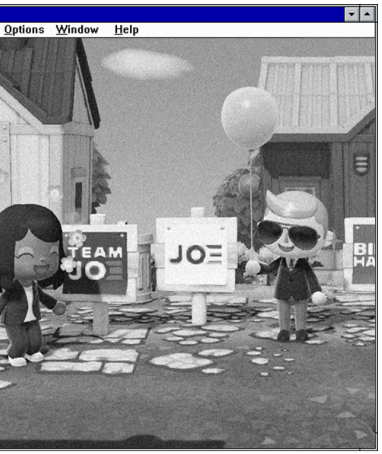
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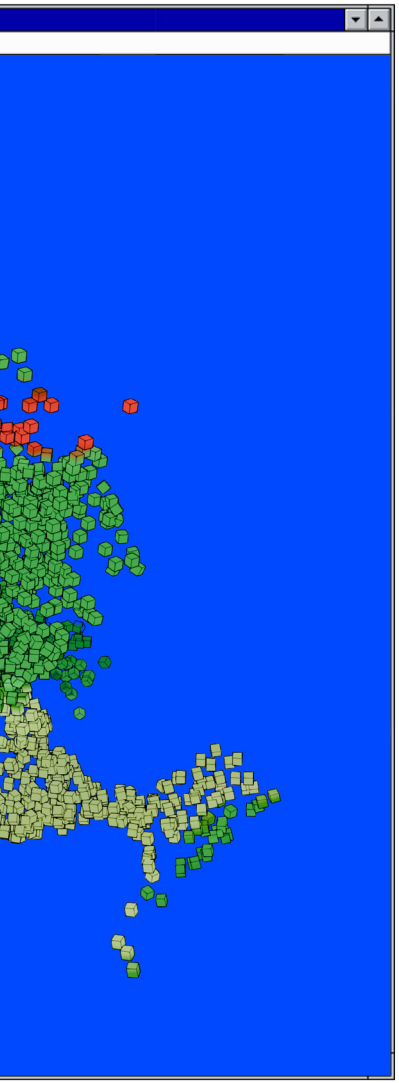
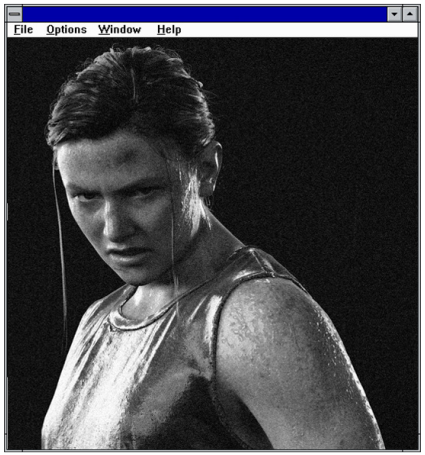
TEAM JO
JOE

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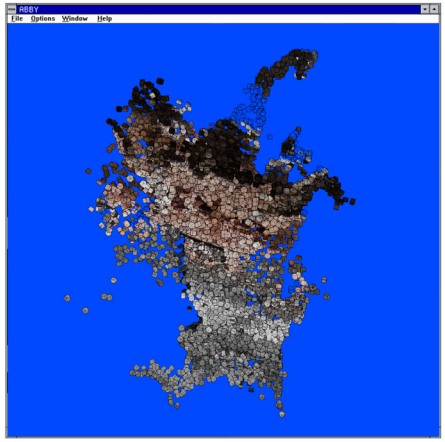
ABBY
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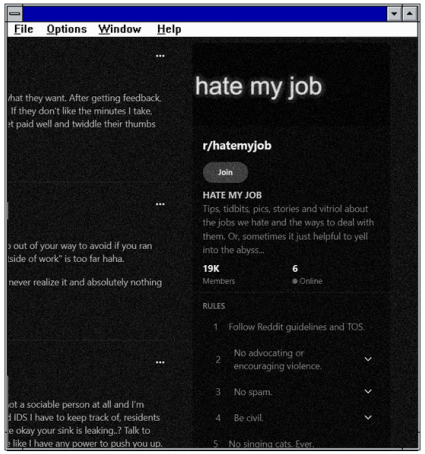
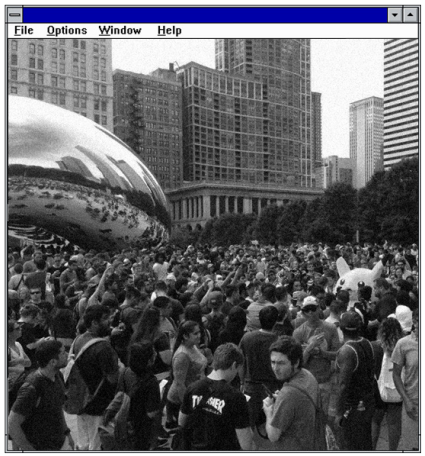

File Options Window Help
hate my job
r/hatemyjob
Join
HATE MY JOB
Tips, tidbits, pics, stories and vitriol about the jobs we hate and the ways to deal with them. Or, sometimes it just helpful to yell into the abyss...
19K
Members
6
Online
RULES
1 Follow Reddit guidelines and TOS.
2 No advocating or encouraging violence.
3 No spam.
4 Be civil.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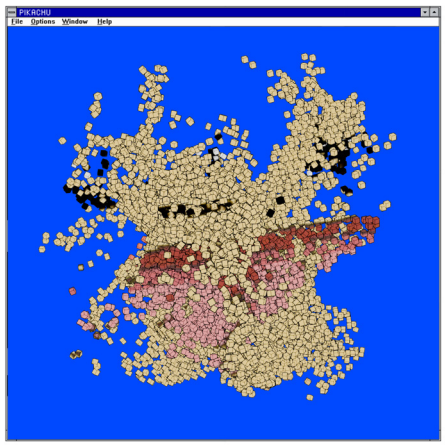
PIKACHU
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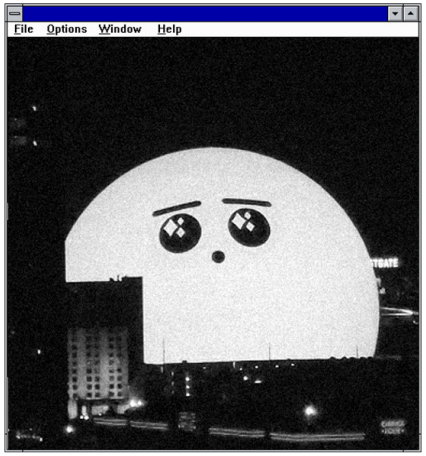
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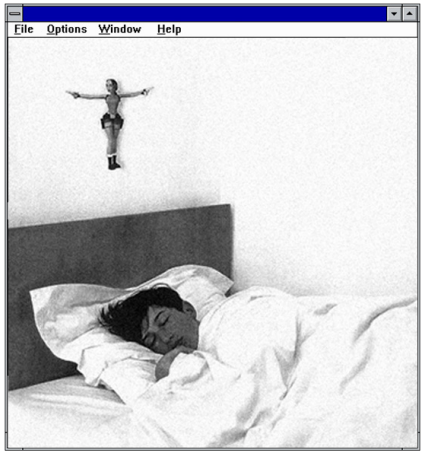
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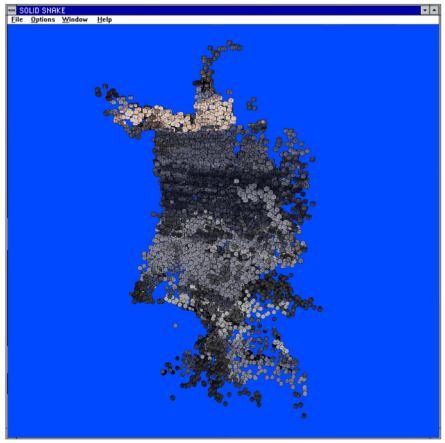
SOLID SNAKE
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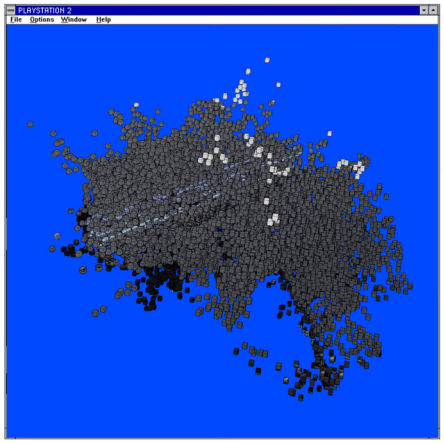
PLAYSTATION 2
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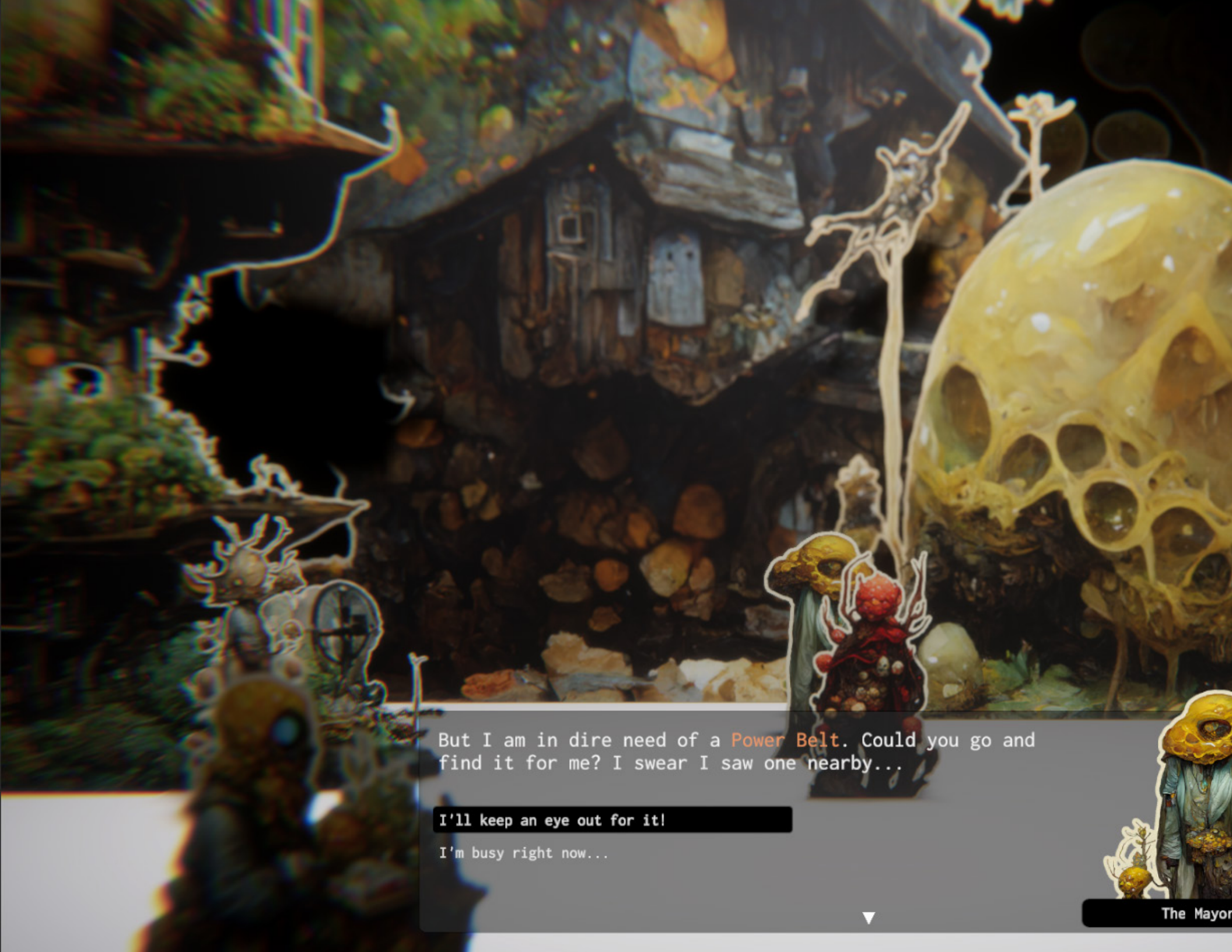
WE WILL RESIST >


But I am in dire need of a Power Belt. Could you go and find it for me? I swear I saw one nearby...
I'll keep an eye out for it!
I'm busy right now...
The Mayor

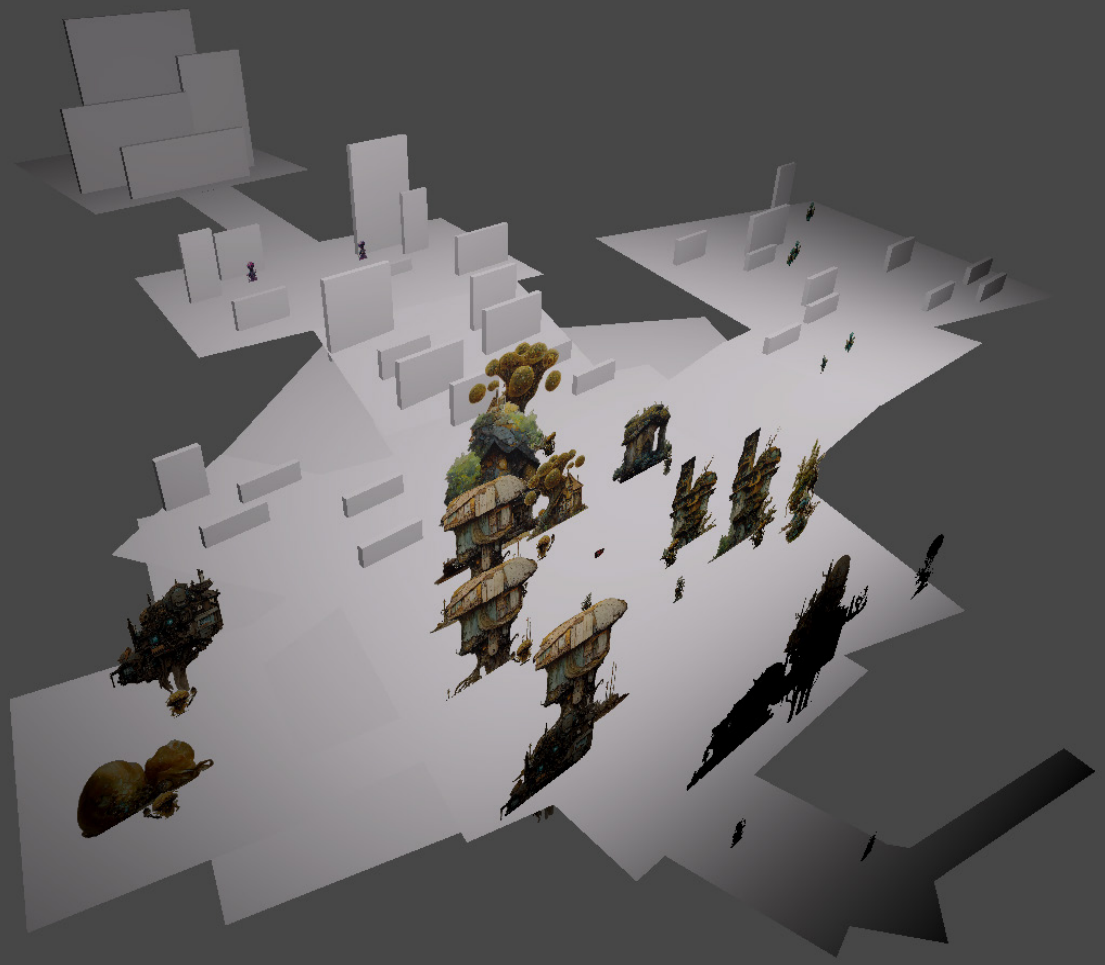
DREAMLESS KINGDOM

the dreamless kingdom, a small and isolated island, is on the brink of collapse as The Palace increases its demands: more labor, more resources, more worship. the people, forced to meet these demands 24/7, are slowly losing grasp of their personal dreams and goals. the player, as an outsider, is immune to their propaganda and may be the kingdom's only hope for salvation.

gameplay is inspired by the fetch quests of hollow knight and the zelda series, where the player is expected to collect requested items and complete dialogue checks. in line with this, extensive quest and inventory systems were developed to assist the player.

a sticker-like visual language is used, placing 2d billboards within a 3d space. each npc has a unique visual and character that corresponds with their respective areas; the carnival is pink and weird, the forest is a blue-green flora, et cetera. before my tenure, midjourney was employed to generate these sprite sheets within the style of peter mohrbacher.

under a 3-month contract, i was able to implement dialogue with ink, inventory, quest, UI, narrative writing, and multiple grayboxes.



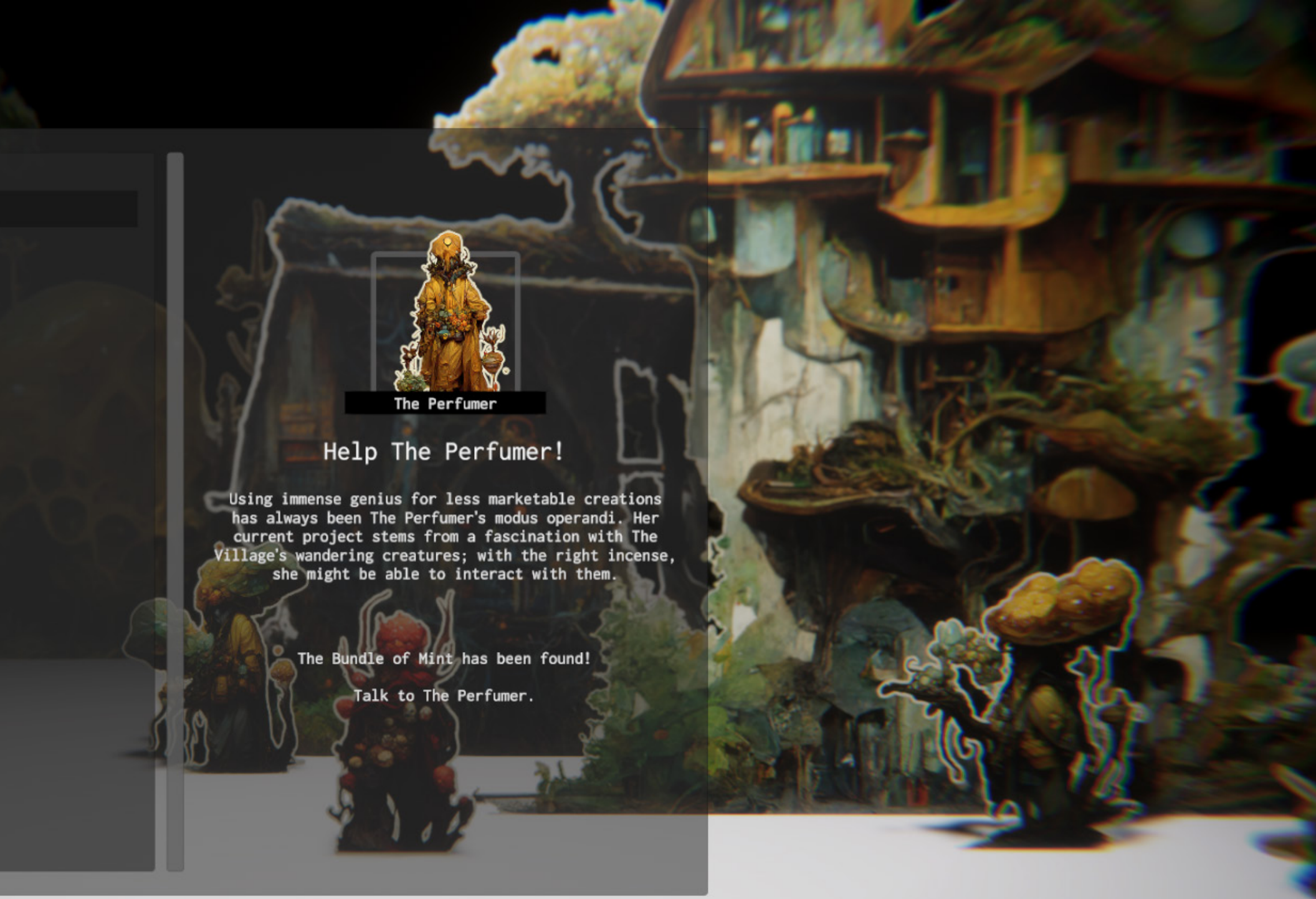
Help The Matron Spirit!

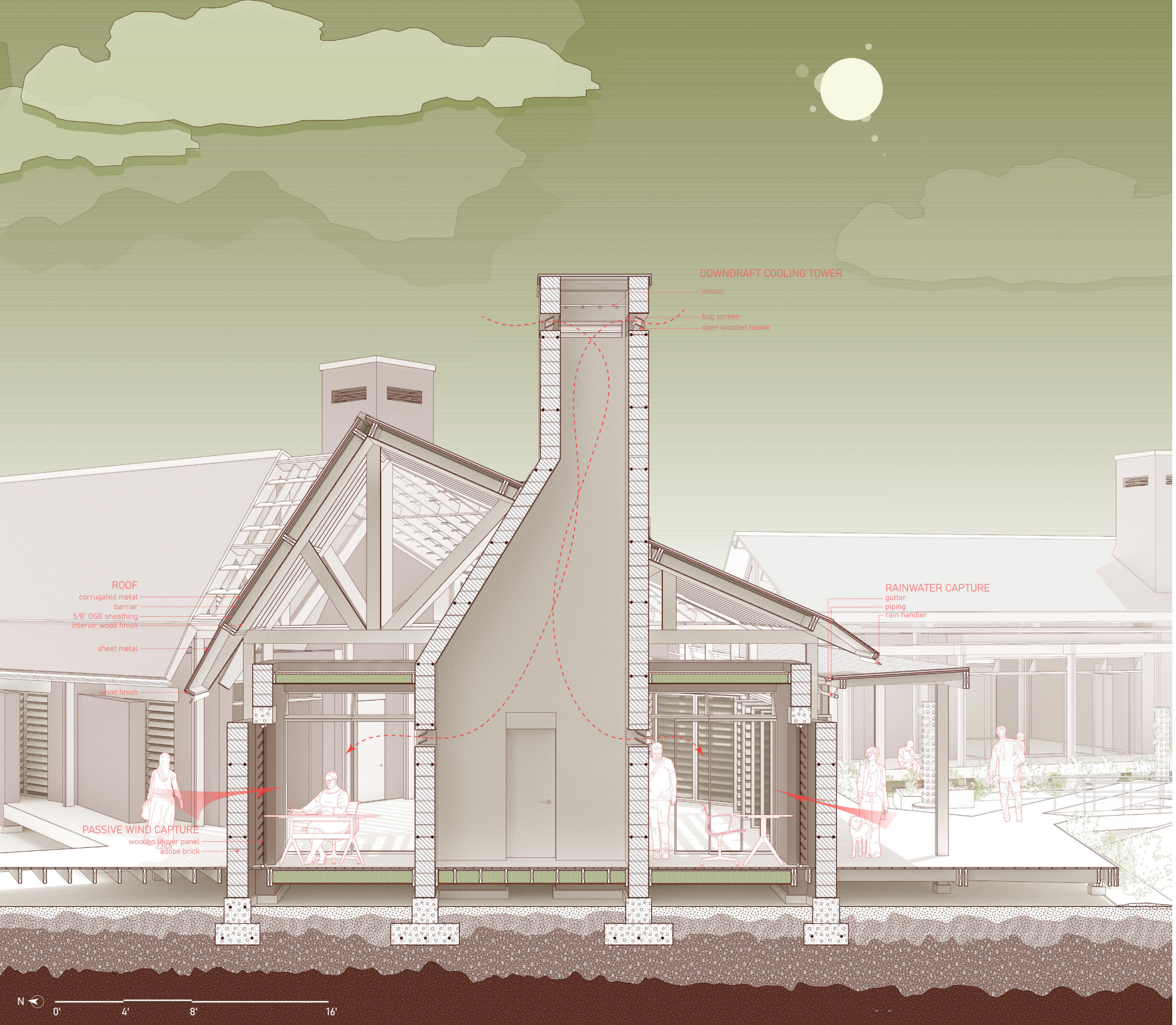
Help The Perfumer!

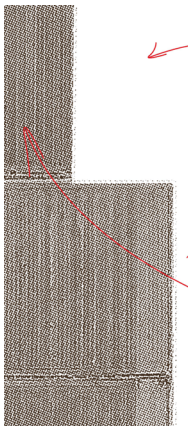
Help The Teacher!

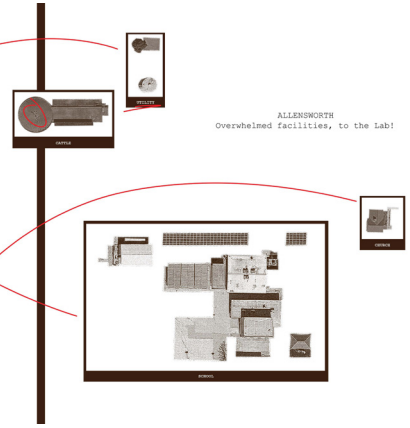
Help The Village!

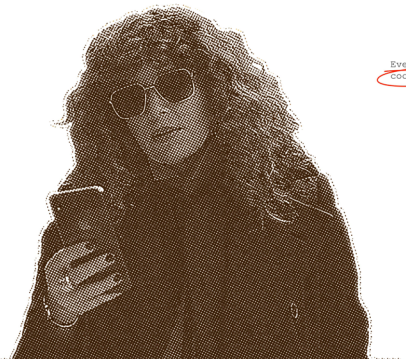
Help The Mayor!


The Perfumer
Help The Perfumer!
Using immense genius for less marketable creations has always been The Perfumer's modus operandi. Her current project stems from a fascination with The Village's wandering creatures; with the right incense, she might be able to interact with them.
The Bundle of Mint has been found!
Talk to The Perfumer.


DOWNDRAFT COOLING TOWER
mister
bug screen
open wooden louver
ROOF
corrugated metal
barrier
5/8" OSB sheathing
interior wood finish
sheet metal
wood finish
RAINWATER CAPTURE
gutter
piping
rain handler
PASSIVE WIND CAPTURE
wooden louver panel
adobe brick
N
0'
4'
8'
16'







FRAM3

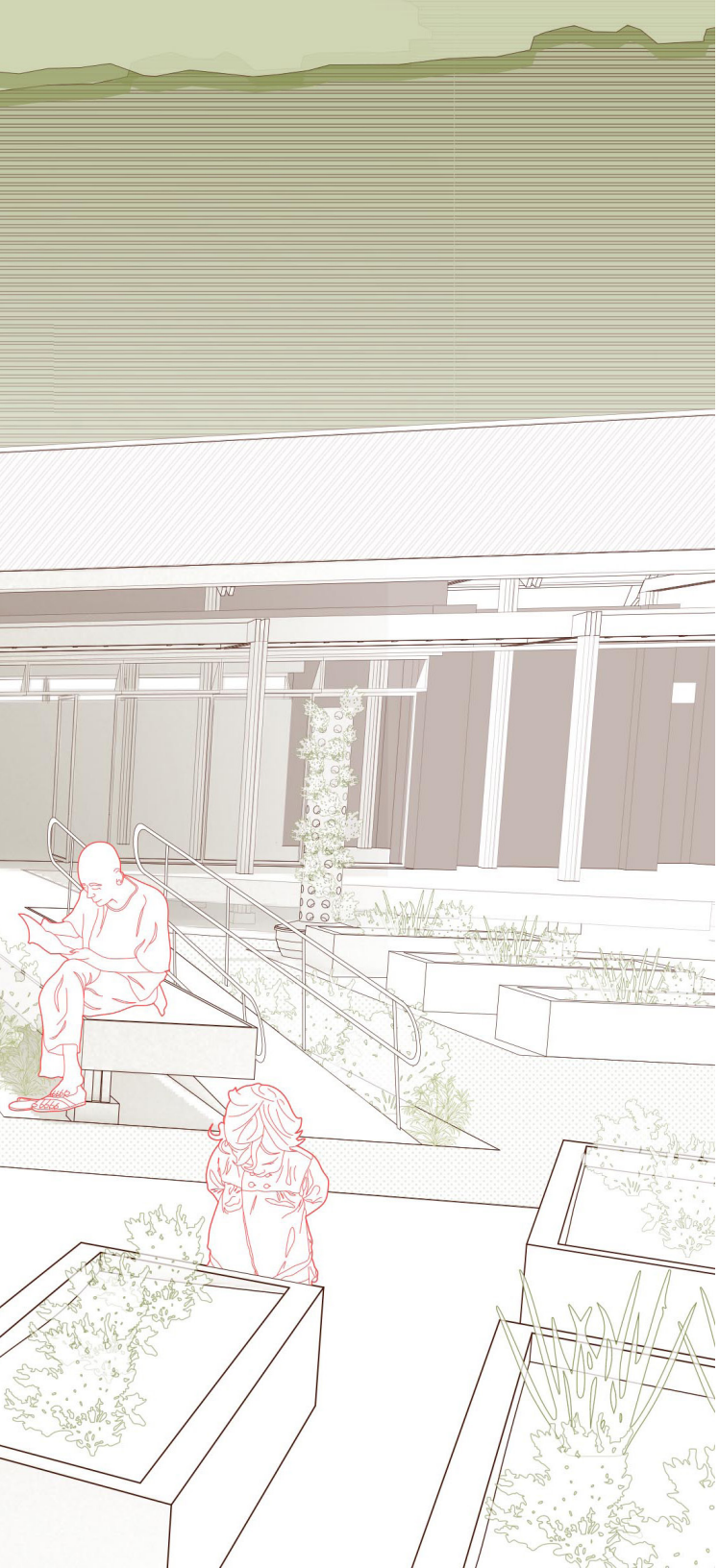
with mars seay

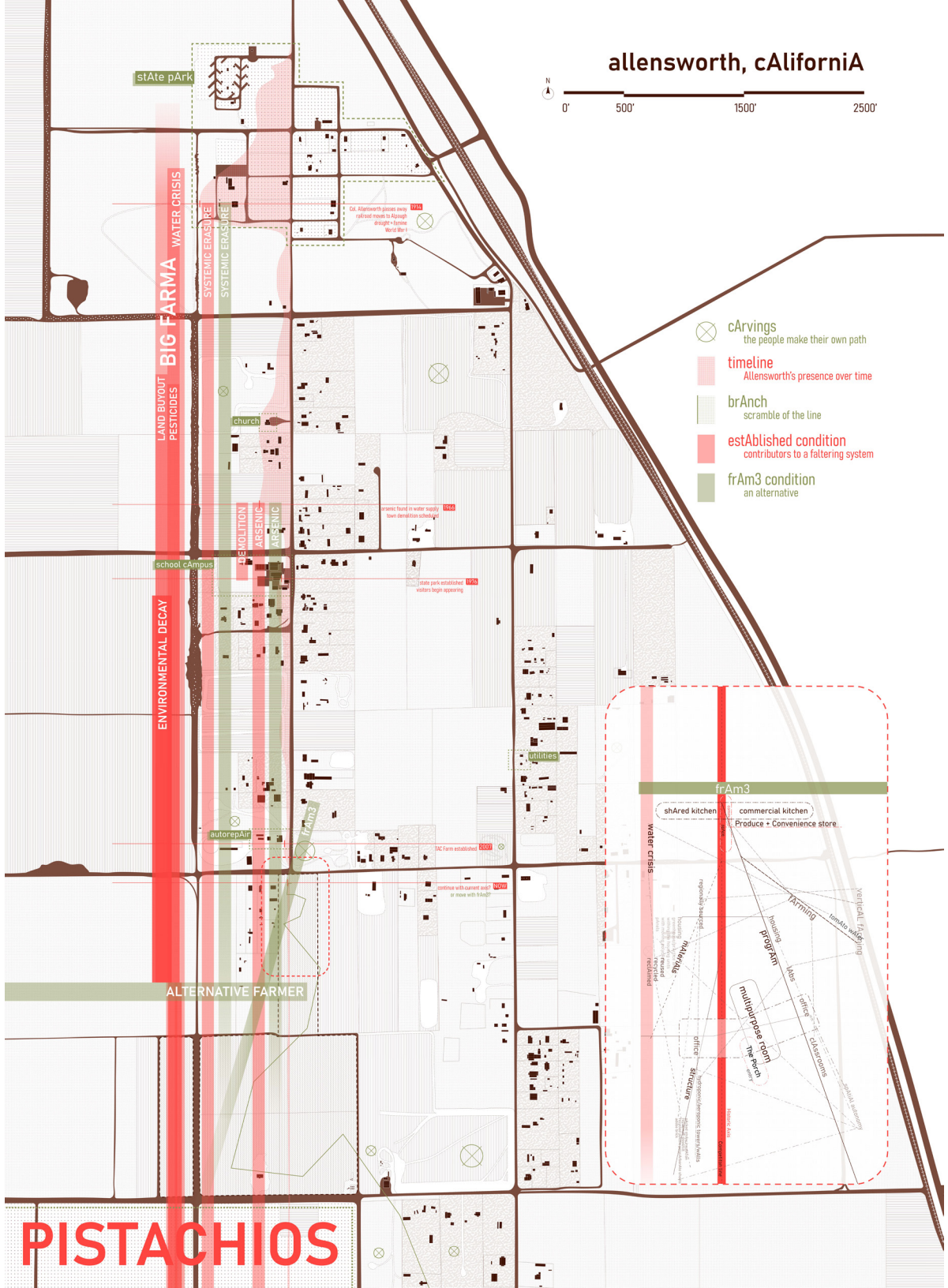
allensworth, california, is a paramore of abandonment, perseverence, and rebirth. frAm3 takes these characteristics as design pillars and repurposes them as Axis, Alternative, and Autonomy. as we observe allensworth's tumultuous history, frAm3 stands as a break in its doomed timeline; a new agricultural research center is offered, one where small farmers can learn to compete with Big FarmA and its environmental havoc.

alternative materials are proposed throughout the architecture. reclaimed wood and polycarbonate are implemented wherever possible; adobe brick is fashioned on-site; and supercompressed straw generates insulation. frAm3's research focuses on dry, vertical, and urban farming to provide as many options to visiting students as possible. given program elements are pushed into new territories to challenge architectural status quos and the competition itself. passive systems, such as cooling towers and operable walls, are implemented to reduce mechanical reliance.

almost every wall is left operable to allow users full autonomy over their space. long-term residents are encouraged to request wall types and configurations that best suit their needs. visitors should leave not only with expanded knowledge, but with the confidence to push against the unfair boundaries around them.

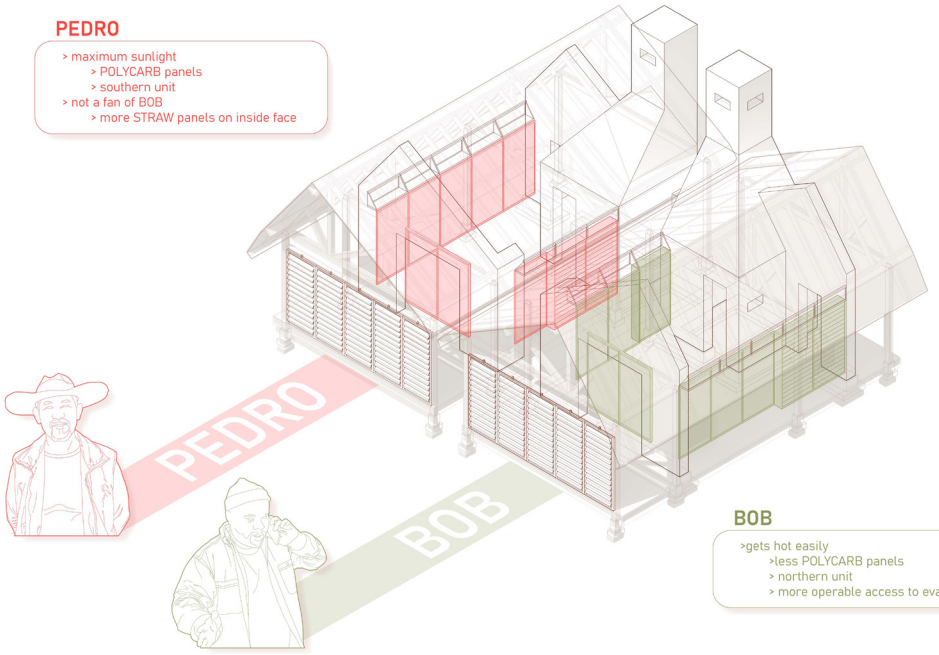
this project, while not necessarily related to video games, is still an important part of my trajectory as a 3d modeler; its large campus has been modeled down to the screw, and that dedication shows in our drawings and competition win.

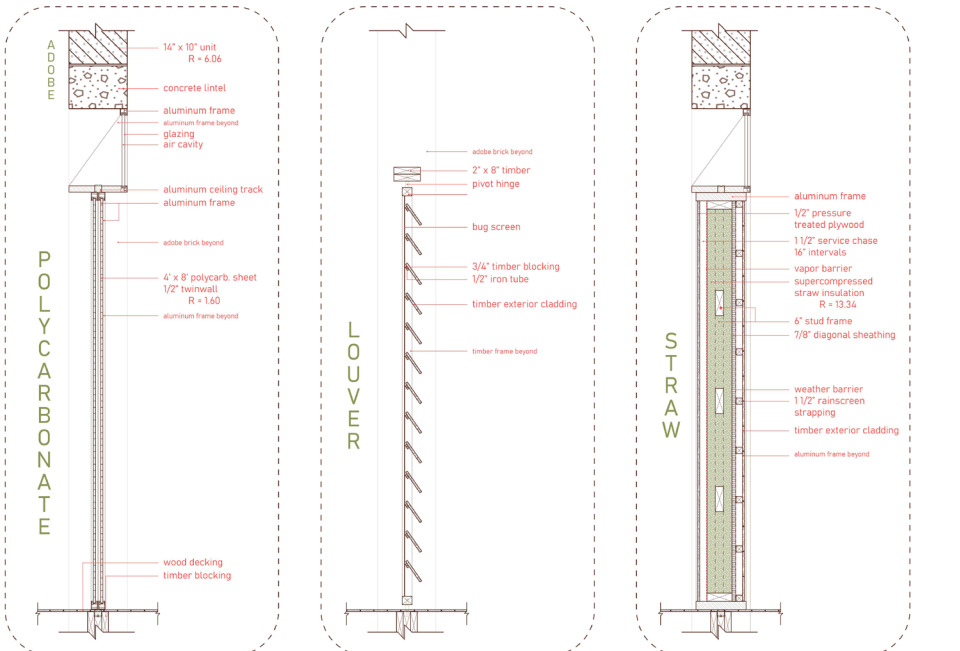
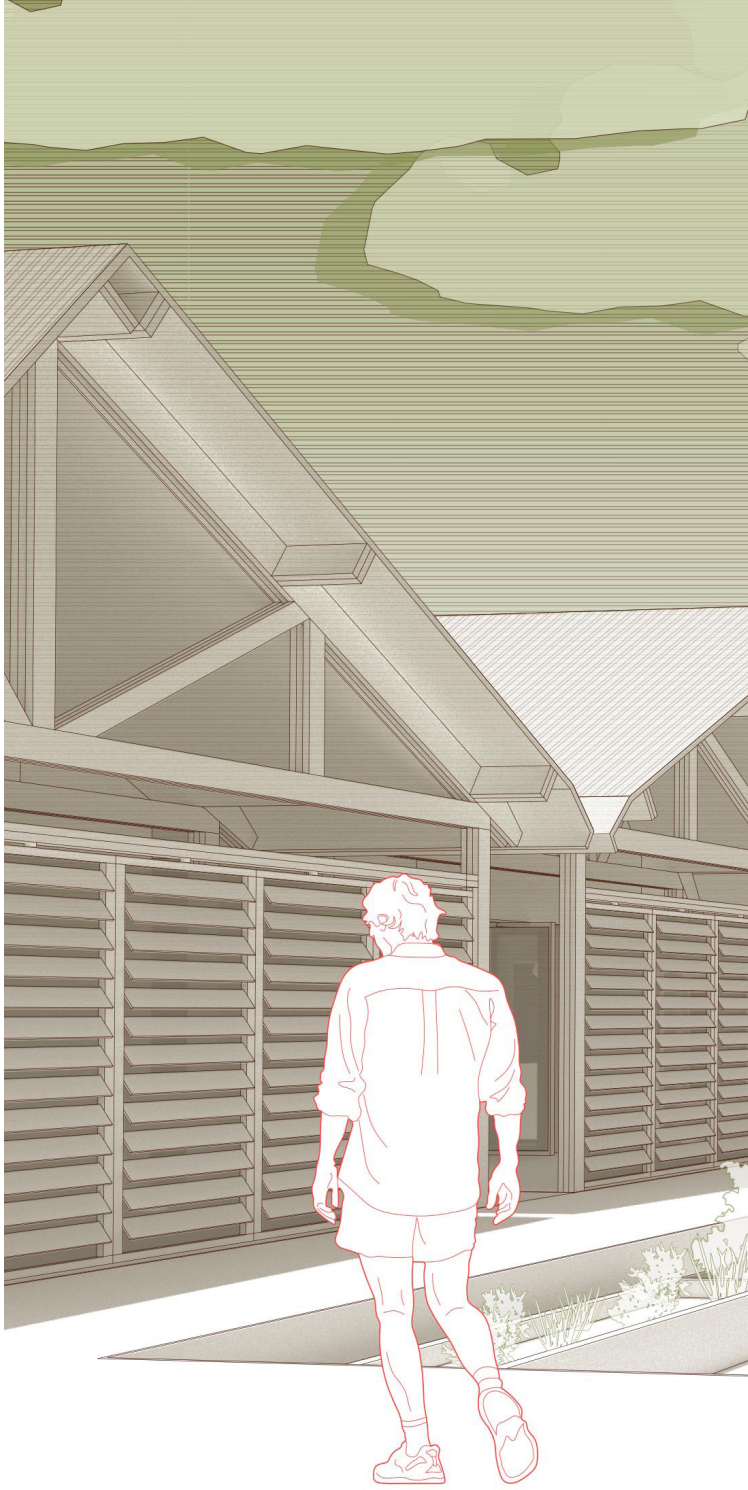



allensworth, cAliforniA
0'
500'
1500'
2500'
cArvings
the people make their own path
timeline
Allensworth's presence over time
brAnch
scramble of the line
estAblished condition
contributors to a faltering system
frAm3 condition
an alternative
stAte pArk
WATER CRISIS
SYSTEMIC ERASURE
SYSTEMIC ERASURE
BIG FARMA
LAND BUYOUT
PESTICIDES
church
DEMOLITION
ARSENIC
ARSENIC
school cAmpus
ENVIRONMENTAL DECAY
utilities
autorepAir
frAm3
ALTERNATIVE FARMER
frAm3
shAred kitchen
commercial kitchen
Produce + Convenience store
water crisis
fArming
tomAto wAlking
verticAL fArming
housing
progrAm
lAbs
office
multipurpose room
The Porch
office
structure
clAssrooms
PISTACHIOS

PEDRO

> maximum sunlight
> > POLYCARB panels
> > southern unit
> not a fan of BOB
> > more STRAW panels on inside face



BOB

>gets hot easily
> >less POLYCARB panels
> > northern unit
> > more operable access to evaporative pool