

JASON B. NORRID

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Game Capture Artist / Director

Organization and attention to detail is key,
creating professional relationships with people and working in a team environment is where I strive to be.

PROFESSIONAL EXPERIENCE

- GAME CAPTURE DIRECTOR, The Ant Farm, Los Angeles, California** **2010 - 2016**
Call of Duty Lead 2013-2015, Games worked On: COD Black Ops 3, Destiny, Battle Field Hardline (Launch), Call of Duty Advanced Warfare, COD Ghosts, COD Black Ops 2, COD Modern Warfare 3, Assassin's Creed 3 Independence, Farcry 3, Riders Of Icarus, COD Black Ops, Alien Colonial Marines, Amazing Spider-man, Skylanders...
- FREELANCE, Dirron Productions DBA, Burbank, California** **2009**
Wood and Metal Fabrication, Painting, Signs
- DIRECTOR/PRODUCER, Attbatt.com Commercial, Valencia, California** **2008**
www.Attbatt.com/Batteryfantasy.asp
- ACSR, Matchframe Post Productions, Burbank, California** **2007**
Avid Certified Service Representative
Trouble shooting Avid maintenance problems, Avid set-up and breakdown, General maintenance, inventory of parts and parts return.

EDUCATION

- Art Center College of Design, Pasadena, CA.** - Bachelor of Fine Arts Degree in Film, **1994 – 1998**
Directing/Cinematography.
- Moviola Certification Classes** – Avid Certified Support Representative (ACSR) and Photoshop. **2007**
- Gnomon Workshop for Maya** – Classes and DVD's. **1998, 2005**
- Miscellaneous Classes** – Business 101, Business Management, Oxy Acetylene Welding, Tig Welding .

AWARDS

2015 IDG Game Marketing Awards: Gold Award "Best Game Footage Trailer", Call of Duty: Advanced Warfare Reveal Trailer.
2015 IDG Game Marketing Awards: Bronze Award "Best Game Footage Trailer", Call of Duty: Advanced Warfare MP Reveal.
2014 Key Art Awards: Grand Award "Audio/Visual", Call of Duty: Advanced Warfare Reveal Trailer.
2014 Key Art Awards: Bronze Award "Audio/Visual", Call of Duty: Ghosts Story Trailer.
2013 Key Art Awards: Gold Award "Innovative Media", Call of Duty at E3 2013 (Ghost Surround Vision).
2013 Key Art Awards: Silver Award "Audio/Visual", Call of Duty: Ghost, Reveal Trailer.
2013 IDG Game Marketing Awards: "Best Game Footage Trailer", Call Of Duty: Black Ops 2 Reveal Trailer.
2013 IDG Game Marketing Awards: "Best Product Announcement", Call Of Duty: Black Ops 2 Reveal Trailer.
2000-2005 International Mobius Award, 4 Telly's, and an International Alias Wavefront "Best Special Effects" Award.

SKILLS: Game Capture, Live Action Directing, Cinematography, Assistant Director, Creative Consultant, Producer, Art Director, Photography, Lighting, Photoshop, Wiring, Wood working, Metal Fabrication, General Artist, Forklift Operator.