

Summary

Exceptional and hard working modeler / generalist seeking a unique environment that will allow me to produce professional quality work in a creative and inspiring atmosphere.

Profile

6 plus years experience in life drawing and quick pose figure drawing. Dedicated to creating advanced and culturally enhancing visual effects work. Proven creative leadership, very personable, and excellent communication skills.

Qualifications

Alias Maya	6 years of experience combined from production and schooling. Experience creating photo real elements for visual fx productions. Exceed at organic / hard surface polygonal modeling, character creation, UV layout, shading / texturing, Mental Ray lighting / rendering, render layers, and animation. Proficient in rigging and dynamics.
Adobe Photoshop	Capable of producing multiple high res textures for environments and characters. Experienced in texturing a variety of UV layouts for the purposes of production.
Adobe Premiere + After Effects	Used to enhance models and editing rendered images. Post production, compositing and final video compression.
Zbrush	Used to enhance models imported from Maya. Experience creating displacement, normal, texture, for use with Mental Ray.
HDR Shop	Experience setting up professional HDR light rigs in a production environment. Ability to stitch mirror ball light references into working HDR images.
Corel Painter	Used to render sketches for concept art. Familiar with a variety of techniques and mediums.
Traditional Arts Skills	Over 5 years of life drawing skills and figure drawing skills. Able to produce model shezets, layouts, storyboards and concept sketches.

Education

2001 - 2005	BFA in Computer Art, <i>Savannah College of Art and Design</i>
2000 - 2001	Figure Drawing for Animation, <i>Crealde</i> NON-PROFIT ORGANIZATION

Breakdown

Eyes Shot 02	Honda Gas/Eyes, Honda, commercials
Eyes Shot 04	Texturing, Modeling, Lighting
Gas Stations	A52
Episode 02	3LBS, CBS Network, series vfx
Episode 03	Generalist, Zbrush Subsurface pipeline Zoic
Enchanted End Title	Enchanted, Disney, film end title Animation and Technical Direction yU+Co
Robot Spot	G4 Channel, network identity
Scion Spot	Modeled, Lit, Animated, Textured
Laptop Spot	yU+Co.
Character Model	Centaur, character model Zbrush and Maya, subsurface skin Personal
Beach Shot	Drift Touchstone Tv, pilot vfx
Office Shot	All the models, lighting, 1/3 of the generalist work yU+Co.
Kids Playground Shot	Kids + Monsters, animated short
Kids Swinging Shot	Everything except environmental modeling Personal
Opening VFX Shot	The Nativity Story New Line, film vfx Modeling, UV Layout, and Shading yU+Co.
Logo Animation	HGTV Network, ID Created and Composited yU+Co.