

3D Modeler & Generalist

Profile

- In-depth understanding of modeling, texturing, and lighting
- Keen eye for shape, form, structure, and silhouette
- Adept in Hard-Surface and Organic sculpting in Zbrush
- Familiar with various applications and rendering technologies
- Able to work independently or within teams to achieve high quality assets and 3D passes

Experience

Rendered Mad Jan 2013 - Present

CG Generalist

- Nocturnal LLC
 - Sculpted, Retopologized, UV mapped, and Textured photorealistic assets for a print ad for Quiksilver and Roxy
- Barnstorm VFX
 - Modeled and UV mapped environments and assets for HBO's Silicon Valley
- LiveSurface
 - Match-Modeled and UV mapped numerous assets for graphic design program
 - Modeled and baked textures for numerous low poly assets for display in real-time

Zoic Studios May – August 2012

3D Generalist Intern

- The Gamblers (episodic)
 - Modeled, Textured, and UV mapped virtual sets used in final renders and in Unity for pre-production
- Grown Ups 2 (feature film)
 - Modeled multiple environments to scale for animation placement and HDR projection
 - Modeled environment assets from tracked footage

Technical Skills

Software:

Maya; Zbrush; Mari; Substance Painter; Nuke; Unreal Development Kit; Boujou; PTGui; 3D-Coat; xNormal; Headus; Photoshop; Painter; Illustrator; RenderMan; V-Ray; MentalRay; SpeedTree

Education

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| Concept Design Academy – Pasadena, CA
<i>Courses: Environment Design</i> | 2011 |
| Gnomon School of Visual Effects – Hollywood, CA
<i>Courses: Texturing, Lighting and Rendering, Nurbs Modeling, Environment Creation for Games</i> | 2009-2010 |
| California State University, Northridge – Bachelor of Arts
<i>Major: Computer Animation Minor: Japanese</i> | 2008 |
| Ryukoku University – Kyoto, Japan
<i>2006 JASSO Scholarship recipient</i> | 2006-2007 |