

Professional Objective

To be trusted into a 3D production related position where I will take it upon myself to work efficiently within a team, and make you MONEY.

Education

Vancouver Film School Vancouver, BC 2006
Completed the 3d Animation and Visual Effects course to achieve a diploma.

Lethbridge Community College Lethbridge, AB 2003-2004
Completed Multimedia Production to Achieve a Diploma
GPA is of honour status

Hunting Hills High School Red Deer, AB 1997-2000
High School Diploma acquired, achieved honours in general psychology, sociology.

Employment History

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|----------------|---|
| 2010 - current | <p>Zoic Studios Position: 3d Artist</p> <ul style="list-style-type: none"> - Modelling (maya), soft body and hard body - Lighting/texturing/rendering (mental ray primarily) - tracking/matchmoving (syntheyes) - Fluid Simulations (maya fluids) - Particle Simulations - Rigging and animation - various other dynamic simulations (ex. nCloth) |
| 2009 - 2010 | <p>WB TV - Supernatural Films Inc. Position: 3d Lead</p> <ul style="list-style-type: none"> - Responsible for team of 3d artists, including reaching deadlines and quality control. - Liason between supervisor and 3d artists, delivering changes. - Occasionally assisting supervisor on set, setting up vfx shots - Modelling (maya), soft body and hard body - tracking/matchmoving (maya live, boujou) - Lighting/texturing/rendering (mental ray and renderman) - Fluid Simulations (maya, real flow and FumeFX for 3ds) - Particle and dynamic Simulations (eg. nCloth) - Rigging and animation |
| 2007 - 2009 | <p>WB TV - Supernatural Films Inc. Position: 3d Generalist</p> <ul style="list-style-type: none"> - Occasionally assisting supervisor on set, setting up vfx shots - Modelling (maya), soft body and hard body - tracking/matchmoving (maya live, boujou) - Lighting/texturing/rendering (mental ray and renderman) - Fluid Simulations (maya, real flow and FumeFX for 3ds) - Particle and dynamic Simulations (eg. nCloth) - Rigging and animation |

Technical Experience

- | | |
|--------------|--|
| 3d packages: | <p>Expert: maya, softimage XSI, real flow, FumeFX for 3ds, Zbrush, blastcode
Intermediate: 3ds Max, Mudbox
Junior: Houdini, Basic Understanding of Mel and Python (wish to learn more)</p> |
| Compositing: | <p>Intermediate: After Effects
Junior: Nuke</p> |
| Multimedia: | <p>Expert: Photoshop, Illustrator, Premiere, Dreamweaver, Corel Draw
Intermediate: InDesign, Flash</p> |

Additional Employment History

2007	Freelance 3D Artist - Modelling, texturing, lighting and rendering - Dealing one on one with clients specifications	Position: Architectural Pre-Viz
2005	Strand Printing - Corporate logo design, layout of stationery ect.	Position: Graphic Designer
2005	S.R. Media - Graphic design, web design, video production, flash animations.	Position: Freelance Multimedia Designer
2004 - 2005	Digital Media Creations - Graphic design, web design, video production, flash animations.	Position: Multimedia Designer

Interests

My Interests include art & design, movies & video, video games, 2D & 3D animation, computers and learning new software. These interests have led me to my career choice.

References

Ivan Hayden - Visual Effects Supervisor - 1-604-763-4826

Mark Meloche - Visual Effects Lead/Supervisor - 1-604-202-2667

Mike Rhone - 3d Lead - mikerhone@gmail.com (currently located in London)

Adele Jones - Visual Effects Coordinator - 1-604-619-7635

Portfolio

www.sh Shaunroth.com

