

3D VFX Artist/Composer

Resume 2010

Contact Info

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• About Me

Passionate about photography, visual effects, and film, nothing excites me more than the idea of making a place for myself in an ever changing and progressive area where I can focus all my ambition on the creation of truly innovative content.

Through my University and Tertiary experience I have built a solid design foundation on which I have added a broad technical skills base in both 3D and 2D software as well as practical photography and video.

In addition to my experience as a freelance digital artist I have a sturdy base of work experience ranging from pre-press printing and broadcast motion graphics to full scale wild-land firefighting, through this experience I have developed and strengthened my abilities as an employee and also as a manager. I know what it means to be under intense pressure with very real consequences, how to engage in long-term team based projects, what it means to be in a business environment with budgets and deadlines, and how to embrace the creative process while under this pressure.

• Skills

-Background in team based production; taking part in small highly motivated teams has proved to be invaluable experience.

-Dedication; I commit myself fully to the task at hand, working with my team mates until a truly remarkable outcome is achieved.

• Goal

-To continue in a feature length film production path towards an Assistant Technical Director(ATD) position with a focus in either lighting or compositing.

• Software Experience

Maya	Advanced user, a generalist with a focus on texturing, lighting, scripting and rendering. I began using Maya with version 5.
After Effects	Advanced user, both for compositing of 3D projects as well as broadcast motion graphics.
Nuke	Advanced user, as a compositor on "Time To Fly" we composited the project using a multi-channel 32 bit EXR pipeline.
Photoshop	Advanced user, professionally for commercial printing area as well as academically for vfx.
Linux	Advanced user, experience on feature length animation team projects utilizing a Linux environment as well as for graduate study and daily personal use.

• Education

Graduate Diploma of Advanced 3D Productions & Diploma of 3D Animation

Media Design School, New Zealand, June 2007 —
December 2008

Bachelor of Science Business Administration, Computer Information Systems

Northern Arizona University, College of Business
Administration, 1999 — 2006

Bachelor of Fine Art, Visual Communication, Computer Imaging

Northern Arizona University, School of Communication,
1999 — 2006

• Experience

Resource Technical Assistant (RTA)

ImageMovers Digital (IMD) - Novato, CA
June 2010 — Present

Primarily responsible for render monitoring and support. As a team the RTA group ensures the farm is utilized to its' full potential with 24 hour support including making all necessary changes to the ensure efficient completion of renders. Work is carried out within a Linux environment utilizing/creating Python tools as needed.

Freelance Compositor

Teak Digital - San Francisco, CA
April 2010 — June 2010

After Effects compositor/ animator for Google Nexus One promotional campaign.

Freelance Digital Artist

Mekanism - San Francisco, CA
Dec 2009 — April 2010

Working on a team as an After Effects compositor on a high profile advertising campaign creating a series of spots for TV and web. Responsible for a full range of compositing duties including animatic creation, integration of live action plates with 3D renders, 2D particle creation, and keying/roto.

Freelance Artist

Media Design School - Auckland, New Zealand & San Francisco, CA
Feb 2009 — May 2009

Responsible for taking the spherical HDRI robot developed by our team of graduate students at Media Design School and implementing the robot around New Zealand capturing well known landscapes/landmarks around the South Island.

I then presented this project at the Game Developers Conference 2009 in San Francisco at the Media Design School booth located in the Career Pavilion to promote the school both to prospective students and faculty.

Team member and leader.

Graduate Diploma of Advanced 3D Productions
Media Design School
June 2007 — November 2008

Focused on 3D production techniques and tools, team based production, advanced rendering, lighting and compositing techniques; two year course centered around tools such as Maya and Nuke as well as practical photographic and video techniques.

Graphics & Multimedia Designer

BySynergy LLC - Sedona, AZ
June 2006 — April 2007

Responsible for design of corporate identity system, logos, advertisements, 3D architectural renderings and technical animations, graphics specialist on production team for corporate promotional DVD's.

Firefighter, Engine Crew/Assistant Supervisor

Forest Service, U.S. Dept. of Agriculture - Williams, AZ
May 2002 — August 2006
August 2009 — October 2009

Worked five years seasonally on a wildland fire engine with a seven person crew as a national emergency resource for the suppression of local and large-scale incidents. Held the position of Assistant Foreman/Engineer for the last two seasons, directly responsible for five crew members working under my supervision.

Pre-Press Specialist

NAU Printing Services - Flagstaff, AZ
August 2005 — May 2006

Responsible for creation of all business system materials from receipt of customer information to finished printing plate. Responsible for the creation of full color large-format printing plates by hand, including any changes to the customer files digitally.

• Awards & Accomplishments

-Hamburg Animation Awards, 3rd Place Winner, June 2009.
For work on live action integration project "Time To Fly".

-The Crowbar Awards, Film Craft: Animation Category, Bronze, 2008.
For work on stop motion animation "Progress".

-The Crowbar Awards, 2D Animation Category, Bronze, 2008.
For work on stop motion animation "Progress".

-President of Northern Arizona University SIGGRAPH Student Chapter, 2005-2006

-SIGGRAPH 2005 Student Worker at conference in L.A.

-Certificate of Merit recipient on three occasions for outstanding service to the United States Forest Service as a firefighter.

-Graphics Supervisor for NAU Live!, student supervisor of team responsible for producing both static and motion graphics for a live newscast daily.

3D VFX Artist/Composer Reel Breakdown



Personal Identity Animation

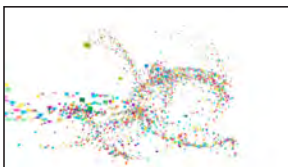
Personal Project

Description: I modeled and animated simple geometry to use as surface emitters for nParticle systems. The particles were rendered with Mental Ray in many passes for flexibility. Composited with Nuke and edited with Premiere Pro. I designed my mark to represent the simplicity and freedom found in my design style.

Roles: Responsible for all components including, logo design, animation, nParticle simulations, Mental Ray rendering, Nuke compositing, and editing.

Software Utilized: Maya, Nuke, Photoshop, Illustrator, Premiere Pro

Duration: 9 days



Charles Schwab Campaign

Produced by Mekanism, San Francisco, USA

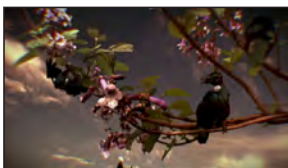
Description: The latest campaign from investment/trade company Charles Schwab.

As an After Effects compositor I was responsible for many different aspects of different shots including; animatic creation, creating the look for footage, roto-scope work on raw footage in preparation for the stylized look, integration of 3D particle renders with stylized footage, creation of additional particles through the use of Trapcode plugins, end title graphics.

Roles: After Effects compositor

Software Utilized: After Effects, Motor, Photoshop

Duration: 2 months(3 TV spots)



Time To Fly

Graduate Diploma of Advanced 3D Production, Media Design School, NZ

Description: Team project undertaken for the Graduate Diploma of Advanced 3D Productions. As CG Supervisor I oversaw incorporating live-action footage both on location and blue screen studio miniature, 3D creatures & environmental elements, as well as matte painting.

For all shots I captured both HD video and stills, modeled/textured/rigged CG tree branches, textured/rigged full CG tree, built miniatures, responsible for stylizing of the piece in post-production, created image based lighting rigs from HDRI for shots, and worked as one of two compositors.

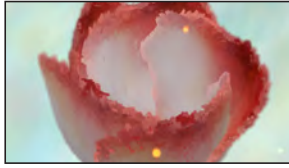
Roles: Project Manager, CG Supervisor, Compositor, Camera Operator, Miniature Maker, Location Scout, Documentation Photographer, Environment Prop Modeler/rigger, Texture Artist, Matte Painter

Software Utilized: Maya, Nuke, ZBrush, OnLocation, AutopanoPro, Photomatix, Photoshop, Premiere Pro

Duration: 8 weeks



3D VFX Artist/Composer Reel Breakdown



Incipiens

Graduate Diploma of Advanced 3D Production, Media Design School, NZ

Description: Team project undertaken for the Graduate Diploma of Advanced 3D Productions. As Project Manager I scheduled the entire project as well as managed all leads. I created environment/character textures, rigged humanoid characters, rendered all shots, and composited all shots.

Roles: Project Manager, Sole Composer, Character Rigger, Render Manager

Software Utilized: Maya, After Effects, ZBrush, Photoshop

Duration: 8 weeks

Robotic Spherical HDRI Capture - R&D Team Project

Graduate Diploma of Advanced 3D Production, Media Design School, NZ

Description: This team effort resulted in the research, design, and physical creation and testing of a robotic device for spherical HDRI capture for use in image based lighting (IBL). An in-depth research phase was completed during which materials were presented to the school, a Maya mock-up was created and physically built, followed by remote location testing.

As HDRI Specialist I was responsible for this portion of the research phase as well as its implementation in production of IBL renders using the resulting images produced by the robot. I also worked on the team physically building and testing the robot and rendered/composited the animation short demonstrating the robot.

Roles: HDRI Specialist, Image Stitching & IBL Creation, Physical Construction of Robot, HDRI Research and Testing, Rendering/Compositing of Robot Animation

Software Utilized: Maya, AutopanoPro, Photomatix, Photoshop, After Effects
Duration: 8 weeks



Still Life Photography & 3D Recreation

Graduate Diploma of Advanced 3D Production, Media Design School, NZ

Description: 3D recreation of practical lighting and photography, by designing and photographing a still life in the studio, taking it into Maya and creating it anew! This project provided me with more understanding of real world lighting & how it relates to photorealistic rendering.

Roles: Responsible for all content, studio photography, 3D modelling, texturing, lighting, rendering with Mental Ray.

Software Utilized: Maya, Photoshop

Duration: 3 weeks

Soundtrack

Reel Soundtrack "An Afternoon On The Moon" by Rhian Sheehan
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