

ANDREW WILSON | 3D ARTIST

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SUMMARY

I am an accomplished 3D artist with over eight years experience working in the industry. I have expertise in modeling, rigging, surfacing, lighting, and compositing for TV and film. As well as, asset creation for games. I have a proven track record of creating high-quality CG products for major clients. I have strong technical skills and a passion for crafting amazing visuals for amazing stories. I want to work with a great team where together we can create something awesome!

WORK EXPERIENCE

Chromosphere, CG Generalist - Glendale, California February 2020 - Present

- Led end-to-end 3D productions in modeling, texturing, lighting, and rigging.
- Collaborated closely with creative directors, designers, and developers to translate creative briefs into visually compelling pre-rendered and real-time 3D projects.
- Researched and implemented new tools and software to help facilitate production.

Elastic.tv, Freelance 3D Artist - Santa Monica, California May 2019 - February 2020

- Modeled, UV'd, and textured photorealistic assets for integration into live-action scenes.
- Created set extensions and blended CG elements seamlessly with live-action footage.
- Developed custom shaders and materials in Substance Painter and Designer to achieve specific visual styles and meet the artistic direction of various projects.

StoryBots, Inc., Lighter and Compositor - Los Angeles, California December 2018 - April 2019

- Handled lighting and compositing for character animations being integrated into live-action.
- Modeled and textured key assets for the third season of 'Ask the StoryBots' on Netflix.

the STUDIO, CG Generalist - New York, New York July 2016 - December 2018

- Produced motion graphics and character-driven commercial content under tight deadlines.
- Developed an AR pipeline for creation of assets for Snapchat Lens Studio.

EDUCATION

Bachelor of Fine Arts (B.F.A.), Computer Animation 2012 - 2016

Ringling College of Art and Design

SKILLS

- Expert experience with high and low resolution character modeling (*Maya, Blender, ZBrush*)
- Expert experience with high and low resolution hard surface modeling. (*Maya, Blender*)
- Expert experience with lighting in pre-rendered PBR workflows (*Arnold, Vray, Cycles, Redshift*)
- Advanced experience in procedural node based shading. (*Substance Designer, Unreal, Unity*)
- Advanced experience in image based texture painting (*Substance Painter*)
- Strong experience with lighting in real-time workflows (*Unreal, Unity*)
- Strong experience rigging characters and props. (*Maya, Blender, Unreal*)
- Strong Compositing experience. (*Nuke, Fusion, After Effects*)
- Strong technical understanding of VFX pipelines and full animation pipelines
- Basic python scripting experience
- Languages: English(Native), Spanish(Fluent)

AWARDS

- Worked on Emmy Award-winning shows "Ask the Storybots" and "City Of Ghosts"
- Co-created short film, 'Invisible', nominated for various national and international film festivals.