

Vit Zelich

Summary:

A seasoned hard surface and environmental generalist with a solid track record in feature film, commercial, web, and interactive content. Experience in 3D modeling, texturing, lighting, rendering, and compositing

Software:

5 Studio Max | 5 Vray | 5 Vray | 5 Photoshop | 4 After Effects
4 Mari | 3 3D Coat | 4 Zbrush

Work Experience:

Pixomondo

Apr. 12 - current

Under NDA- CG Generalist

- Working directly with Lead on Asset Prep
- Modeling, UV, and texturing
- Utilizing 3D Studio Max and Mari

Arconyx Animation

Dec. 10 - Apr. 12

Mattel/Fox - Modeler

- Project Lead for Mattel WWE characters and Fox Logo
- Modeled action figures for use in commercial/web promotions
- Utilized 3D Studio Max and 3D Coat

The Designory

Oct. 10 - Apr. 12

Nissan- Project Manager/CG Generalist

- Managed projects from texturing phase to completion
- Angle Studies for Nissan and Infiniti
- Utilized 3D Studio Max, Photoshop, and After Effects

9K9

Apr. 10 - Apr. 12

Numerous Commercial Projects - Lead CG Generalist

- Commercial work for Mazda, Hyundai, Nissan, Ford, and Volkswagen
- Web and development work for Toronto Airport, Smithsonian, etc
- Modeling, texturing, rendering, and compositing
- Utilized 3D Studio Max, Photoshop, and After Effects

Sabertooth

Nov. 08 - Jul. 09

Numerous Commercial/Web Projects - Staff CG Generalist

- Modeling, texturing, lighting, animating, rendering, compositing.
- Utilized 3D Studio Max, Photoshop, and After Effect

Two Headed Monster

Oct. 06 - Oct. 08

Numerous Commercial/Web Projects - Staff CG Artist

- Modeling, texturing, lighting, compositing
- Utilized 3D Studio Max, Photoshop, and After Effects

Zoic Studios

Apr. 05 - Sept. 05

Numerous Projects - Production Assistant

Radium

Oct. 00 - April. 02

Numerous Projects - Production Assistant

Education:

Mt. Sierra College

Bachelors of Science in Multimedia Design Technology

2005