

Summary:

*3D Modeling (Organic and Hard Surface), UV lay out, Texture, and 2D Composite
10+ years experience working in international production environments.*

Work Experience:

Logan 06/2017 – 07/2017

Modeling / UV Layout

Hard Surface Modeling for **Casio Apple** commercials.

Electric Theatre Collective 06/2017 – 06/2017

Modeling / UV Layout

Organic Character Modeling for **Great Western Railway** commercials.

Zoic Studios 03/2017 – 04/2017

Modeling / UV Layout / Texture

Hard Surface space ship Modeling and Organic insect Modeling for **TV show**

Digital Domain 3.0 10/2016 – 03/2017

Modeling / UV Layout

Spiderman Homecoming

Hard Surface Modeling for Vulture costume.

Electric Theatre Collective 09/2016 – 10/2016

Modeling / UV Layout

Hard Surface Background Modeling for **NISSAN**

Method Studios 08/2016 – 09/2016

Modeling / UV Layout

Hard / Organic Toys Modeling for **Target**.

Carbon VFX 07/2016 – 08/2016
Modeling / UV Layout
Hard Surface Modeling for **US Open** commercials.

Method Studios 06/2016 – 07/2016
Modeling / UV Layout

Hard Surface Modeling for **Apple**.

Zero VFX 04/2016 – 06/2016
Modeling / UV Layout

Hard Surface Modeling for **Netflix** Movie.

Gentleman Scholar 03/2016 – 04/2016
Modeling / UV Layout

Environment Modeling for **San Manuel Casino** commercials.

Drive Studio 03/2016 – 03/2016
Modeling / UV Layout

Hard Surface Modeling for **TV show**.

Carbon VFX 02/2016 – 02/2016
Modeling / UV Layout

Hard Surface Modeling for **HONDA** commercials.

Zero VFX 02/2016 – 02/2016
Modeling / UV Layout

Organic Character Modeling for **Ghostbusters (2016)**.

Uncharted Territory 08/2015 – 01/2016
Modeling / UV Layout

Hard Surface Modeling for **Independence Day: Resurgence**.

Logan 08/2015 – 08/2015
Modeling / UV Layout

Hard Surface Modeling for **G-Shock** commercials.

Baked FX 08/2015 – 08/2015
Modeling / UV Layout /Texture

Hard Surface Game Modeling for **MI5 Game**.

PSYOP 06/2015 – 08/2015
Modeling / UV Layout

Hard Surface Modeling for **TECATE / Cricket Wireless** commercials.
Character / Hard Surface Modeling for **Rise of Tyrants** commercials.
Character Modeling for **O2 Mobile** commercials.

Fuhu 01/2015 – 05/2015
Modeling / UV Layout /Texture

Environment Lead and Character Modeling for short film.

MPC Santa Monica 12/2014 – 01/2015
Modeling / UV Layout /Texture

Organic / Hard Surface Modeling for **Call of Duty** commercials.

Encore Hollywood 11/2014 – 12/2014
Modeling / UV Layout /

Organic Modeling for some TV show.

Mirada 08/2014 – 11/2014
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for **Lexus** commercials.

Method Studios 03/2014 – 08/2014
Modeling / UV Layout /

Organic / Hard Surface Modeling for **Microsoft** commercials.
Hard Surface Modeling for **Guardians of *the* Galaxy** and other Movie.

Mirada 02/2014 – 03/2014
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for commercials.

The Mill 01/2014 – 02/2014
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for **Gatorade** commercials.

Method Studios 12/2013 – 01/2014
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for **GE** commercials.

Mirada 09/2013 – 12/2013
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for commercials.
VIZIO / Exxon.

Prologue 07/2013 – 09/2013
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for **League of Legends** trailer.

Encore Hollywood 04/2013 - 07/2013
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for HBO / Disney TV show.
Under the dome / Oxygen / Ray Donovan / Lab Rats / Liv & Maddie

Method Studios 01/2013 - 02/2013
Modeling / UV Layout / Texture

Hard Surface Modeling for commercials. (Old Navy / Nascar / Apple)
Organic Modeling for **Iron Man 3**.

Pixomondo 05/2012 - 01/2013
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling.

Method Studios 11/2011 - 05/2012
Modeling / UV Layout / Texture

Organic / Hard Surface Modeling for commercials. (Direc TV / Nike / Halo 4)
Organic Modeling for **Wrath of the Titans**.

Prologue 10/2011 - 11/2011
Modeling / UV Layout / Texture

Hard Surface Modeling for **Mission Impossible 4 : Ghost Protocol**.

Hammerhead 07/2011 - 10/2011
Modeling / UV Layout

Organic Modeling for **Hansel and Gretel Witch Hunters**.

Method Studios

03/2011 - 07/2011

Modeling / UV Layout / Texture

Hard Surface Modeling for **Captain America**.

Organic / Hard Surface Modeling for commercials

(Lexus / Horseshoe Casino / Canon / Disney : The little Mermaid Ride / Microsoft / Verizon)

Digital Domain

12/2010 - 02/2011

Modeling / UV Layout

Hard Surface Modeling for **Transformers 3 : Dark of the Moon**.

ASYLUM

10/2008 - 03/2010

09/2007 - 01/2008

Modeling / UV Layout

Hard Surface Modeling for **Unstoppable**.

Organic / Hard Surface Modeling for **The Sorcerer's Apprentice**.

Hard Surface Modeling for **Killers**.

Organic Modeling for **Alice in Wonderland**.

Hard Surface Modeling for **Gentlemen Broncos**.

Organic / Hard Surface Modeling for **G-Force**.

Hard Surface Modeling for **Transformers 2 : Revenge of the Fallen**.

Organic / Hard Surface Modeling for **Terminator Salvation**.

Hard Surface Modeling for **The Taking of Pelham 1 2 3**.

Hard Surface Modeling for **Duplicity**.

Hard Surface Modeling for **The Curious Case of Benjamin Button**.

Hard Surface Modeling for **Bedtime Stories**.

Organic / Hard Surface Modeling for **National Treasure : Book of Secrets**.

Hard Surface Modeling for **Pirates of the Caribbean : At World's End**.

Organic / Hard Surface Modeling for Commercials.

(Nike / Propel / HALO 3: ODST / PORSCHE / Direct TV / Dr Pepper / Blackberry /

Hershey's Kisses / Propel / Nintendo / Verizon / Boeing / Toyota / Chevrolet / LG /

US Bank / Continental Airlines / Tylenol / NetFlix / Barclay's / Sony (ps3) /

Capital One / AdCouncil / Cub Cadet...etc.)

Contact: Bob Coleman

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Education:

04/1999 - 03/2000

DH Institute of Media Arts (Santa Monica, CA U.S.A.)
- 3D Computer Graphics, Motion Graphics and Design

10/1999 - 01/2000

Associate in Arts - Westside (Santa Monica, CA U.S.A.)
Traditional Art Drawing. Instructor:: Gren Villuppu.

04/1994 - 03/1998

Nihon University Science and Technology (Tokyo, JAPAN)
- Major in Department of Mathematics.
- Computer Programing, Geometric Design in 3D, Researching Technology of Artificial Intelligence.

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