Vladimir Pineda - CG Artist Los Angeles Area.

Cell: 323.314.4427

Email: cgvlad@gmail.com Website: www.cgvlad.com

SUMMARY OF QUALIFICATIONS

Ten years of experience in different fields of CG such as Architectural visualization, product rendering, character and surface modeling, car advertising, games, TV commercial spots & film. Experienced in high and low resolution 3d modeling, rigging, lighting and texturing. Excellent eye for photo real lighting, shot design and production development. Independent problem solver and technical trouble shooter. High understanding of production pipelines and setup, as well as showing initiative to take on more challenging projects and promote the growth and expansion of a company. Experienced as a Look Dev TD, CG Supervisor, 3D Art Director. CG Generalist.

SOFTWARE

Maya, 3D Studio Max, Z-Brush, Mudbox, Vray for Maya and 3ds Max, Mental Ray, Redshift, Arnold, Renderman. Adobe Illustrator, Photoshop, After Effects.

EDUCATION The Art Institute of California Los Angeles. 2002 - 2005 Santa Monica. CA

Bachelor of Science: Media Arts and Animation

Gnomon School of Visual Effects

- -Character Creation for Games.
- -Digital Sculpting in Zbrush.

Cerritos College 1999 - 2001

Norwalk. CA

Minor: Classical Guitar performance

EXPERIENCE

FILMOGRAPH Sept – Nov 2018 ECHO PARK, CA.

Lighting & shading TD - Maya/ Redshift renderer

Aquaman – End Credits Title sequence

Worked as lighter & look Dev TD.

HUTCH Jan 2018 – Sept 2018 CULVER CITY, CA.

Lighting & shading -3ds Max /Vray

Rendering of interior furniture for HUTCH app.

Worked as product lighter & look Dev TD to help establish an efficient pipeline rendering thousands of products for an online catalog.

CHIMNEY Nov 2017 - Dec 2017 SANTA MONICA, CA.

Lighting & shading - Maya/ Arnold/Vray Advertising Campaign for food products. Worked as product lighter & look Dev TD.

APPLE INC. Feb 2017 – July 2017 SUNNYVALE, CA.

Lighting & Look Dev TD - Maya/ Vray/Nuke/ Substance Designer.

Worked on Apple products look development, creating high resolution 3d images for different marketing campaigns on Apple website, brochures, billboards and key note presentations.

FILMOGRAPH January 2017 ECHO PARK, CA.

Lighting & shading - Maya/ Arnold/Vray

Power Rangers Film Intro credits.

Worked as lighter & look Dev TD.

MOTOMO STUDIO Sept 2016 – Nov 2016 WEST LA, CA.

Lighting & shading - Maya/ Vray

GMC spots for 2016 Monday Night Football

Worked as lead lighter & look Dev TD.

PROLOGUE FILMS Sept 2014 – May 2016 VENICE, CA.

*X-Men Apocalypse: Main Title.*Worked as Lead lighter & look Dev.

*Marvel Studios: Logo Animation for Film.*Worked as Lead lighter & look Dev/ Animator.

Full Frontal with Samantha Bee: 2016 TV show opening.

CG Supervisor / Lighting lead.

Full Frontal with Samantha Bee: "The Wait is Over" - 2016 TV promotional spot.

CG Supervisor / Lighting lead.

Zoolander 2: 2016 Movie

CG Supervisor / Lighting lead/Look Dev.

Worked on 2 full CG shots with live action plates.

Destiny: "The Sword" - Game Cinematic Trailer

CG Supervisor / Lighting lead.

Destiny: "The Taken King" - Game Cinematic Trailer

Worked as Lead lighter & look Dev.

Destiny: "House of Wolves" - Game Cinematic Trailer

Worked as lead lighter & look Dev.

Infiniti Q60 Concept car spot for Geneva 2015

Worked as lead lighter & look Dev.

Audi spots for 2015 Paris Auto show

Worked as lead lighter & look Dev.

ENCORE HOLLYWOOD

Aug 2014 HOLLYWOOD, CA.

CG Generalist - 3DS Max/ Vray

The Flash - TV show

Worked as scene assembler, generalist.

MIND OVER EYE

Nov 2013 – July 2014

EL SEGUNDO, CA.

CG Generalist - 3DS Max/ Vray

Dodge 2015 - Challenger & Charger - Debut Spots

Worked as automotive rendering specialist, modeler, lighter.

Ford Motors 2014 line up - Online campaign

Worked as automotive rendering specialist, modeler, lighter.

BIG BLOCK LA

Oct 2013 – Nov 2013

SANTA MONICA, CA.

CG Generalist - 3DS Max/ Vray

Subaru WRX & VL9 2015 Debut Spot

Worked as a lighter developing the look of stylized shots and photoreal shots for a Subaru Spot.

Responsible for environment modeling, props and for scene assembly.

Assisted in data conversion from maya to 3ds max and geo retopo.

AYZENBERG ADVERTISING

Jan 2013– March 2013

PASADENA, CA.

CG Lead/Generalist - Maya/3DS Max/ Vray/Renderman.

Infinite Crisis – Upcoming game trailer

Production pipeline supervision, lighting/Look Dev TD, lead character modeling TD, Texturing and shading. Responsible for shot assembly, scene optimization and render passes setup.

RELEVANT VFX

Sept - Nov 2012

SANTA MONICA, CA

3D Generalist - 3ds Max/ Vray

Hess Gas - Holidays collectible toys 2012 - Animated tv spot

Modeled Vehicles, environments, props, texture painting.

Responsible for shot assembly based on previs; including lighting, shading, animation, shot dressing, & rendering.

AYZENBERG ADVERTISING

July – Sept 2012

PASADENA, CA.

CG Lead/Generalist - Maya/3DS Max/ Vray.

Injustice: Gods among us. Trailer 2.

Lighting/Look Dev TD, lead character modeling TD, Texturing and shading.

Responsible for shot assembly, scene optimization and render passes setup.

ROYALE

Jan 2012- April 2012

HOLLYWOOD, CA

3D Generalist - Maya /Zbrush/Vray

Hyundai Azera: Online interactive spot

Modeled Azera interior parts, engine bay, airbags, and undercarriage.

Modeled environment sets and props, texturing and shading.

RELEVANT VFX

Sept - Nov 2011

SANTA MONICA, CA

3D Generalist - 3ds Max/ Vray

Hess Gas - Holiday collectible toy truck - Animated tv spot

Modeled environment sets for city and snow backgrounds in 3ds Max and Mudbox, as well as, props and vehicles.

Responsible for shot assembly based on previs; including lighting, shading, animation, shot dressing, & rendering.

ROYALE Aug- Sept 2011 HOLLYWOOD, CA

3D Generalist - Maya & 3ds Max/Vray Lighter

The Roast of Charlie Sheen - Comedy Central show

Environment modeling, texturing, Vray shading and Lighting.

IMAGINARY FORCES April- June 2011 HOLLYWOOD CA

3D Generalist - Maya & 3ds Max

Starhawk game trailer for E3 2011

Integrated FumeFX grids from 3ds Max into Maya scenes to create; bullet impacts, jet thrusters, muzzle flashes, explosions, smoke. Modeling, lighting, texturing and shading in Maya and mental ray.

Transformers 3 International trailers

Modeling, animation, lighting & shading, compositing. Animated TF3 logos for latest domestic and internationals movie trailers in different languages featuring participating movie theatres around the world.

SPEEDSHAPE February - March 2011 VENICE, CA

3D modeler/Vray lighter

- Modeling, TD: High resolution models for FOX MLB tv spot.
- Lighting & rendering TD.

ANGST VFX April 2010 LOS ANGELES, CA

3D Generalist - Freelance

- Worked on a 30 sec TV spot for "Clear Shampoo" featuring Maria Sharapova.
- Modeling, animation, lighting, texturing & rendering TD.

PETROL ADVERTISING Jan 2007 - Aug 2009 BURBANK, CA

CG Lead/Generalist.

- Production manager and coordinator. Supervising all aspects of CG production from conceptualization to final delivery.
- Modeling TD: High and low resolution modeling of characters, props, environments and vehicles.
- Lighting TD: Shading and lighting R&D, texture painting, scene setup, render passes, pre-compositing.
- Extensive knowledge of different renderers such as; Mental Ray, VRay, Brazil and Final Gather.
- Knowledge of Pipeline FX's Qube manager for network rendering.
- Trouble shooting of complex pipeline and software issues encountered by artists.
- Developed a standard system of organizing and file naming convention.