

Brendan Boyd

3D Modeling/Texture Artist

Objective:

To obtain employment at a company which will help me push my artistic skills while also providing an enthusiastic, team oriented environment

- American citizen with work visa for Canada as well

Software Proficiency:

- Maya, Softimage XSI, 3ds Max, Zbrush, Mudbox, 3d Coat
- Nuke, Photoshop, After Effects

Technical Skills:

- Organic and hard surface 3d modeling
- Digital Sculpting and detailing
- Uv mapping
- Layered texture painting & shading
- Multipass lighting and rendering
- Nuke compositing
- General rigging

Artistic Background:

- Life Drawing
- Sculpture
- Strong anatomy knowledge

Qualifications:

- Hard working and self-driven
- Thrives in team oriented environments
- Passionate about the film and game industry

Education:

Vancouver Film School - 2011

Certificate in 3d Animation & Visual Effects

- 3d instruction in a variety of software and workflows
- Instruction in industry workflows, standards, and practices
- Team based projects
- Demanding deadlines

Bachelor of Arts: University of Hawai'i at Manoa - 2006

- Liberal arts studies
- Continual life drawing study throughout
- Pre-med study. Strong focus on human/comparative anatomy

Associates of Arts in Fine Arts: Brookdale Community College - 2003

- Focus in life drawing and sculpture
- General fine art and art history education

Self Education – Jan 2007 – August 2010

- Self teaching of 3d modeling and digital sculpting
- Continuous modeling practice
- Human anatomy study both artistic and lab oriented.
- Modeling to industry standards
- Design and conception of characters for personal work

Non-Industry work Experience:

Hula Grill Waikiki (October 2006 – June 2010)

2335 Kalakaua Avenue # 203
Honolulu, HI 96815, United States
(808) 923-4852

Monmouth County YMCA (February 1998 – 2005)

Personal Trainer
470 East Freehold Road
Freehold, NJ 07728
(732)-462-0464