

Justin Diamond

Email: justind.3d@gmail.com

Experienced Professional CG Modeler, sculptor and texture artist seeking Freelance and staff positions in commercials, vfx, television, and movies.

Skills:

- Hard Surface and Organic modeling in Maya, and Zbrush
- Texturing in Zbrush, Mari, Substance Painter, Photoshop
- UV layout in Headus, Maya, Zbrush
- Lighting in Maya using Arnold and Mental Ray

Professional Experience -

The Mill, Inc, New York, NY

October 2011 - June 2017

Senior Modeler/Lead Modeler (Staff)

- Modeled Assets for over 50 commercials and short films
- Helped develop modeling tools and pipeline for the worldwide office
- Fostered new talent by training and mentoring interns and entry level artists
- Headed small teams to organize modeling tasks, priorities and quality of work consistency
- Learned and subsequently taught classes on the Allegorithmic software "Substance Painter"

Laika Entertainment, Portland, OR

June 2010 - October 2011

Character Modeler (Staff) Paranorman (Feature Film)

- Modeled characters and character props from sketches and scan data
- Created rigging pieces for physical prints and puppet creation
- Worked closely with rigging and texture to assure print quality and puppet fit are accurate

A-52/Elastic, Santa Monica, CA March 2010 – April 2010

Character Modeler (Freelance) General Mills/Totinos (Commercial)

- Modeled 2 Characters in Zbrush and Maya
- Textured both using Zbrush and Photoshop

Animal Logic, Sydney, Australia July 2008 – Feb 2010

Modeler (Staff) Legend of the Guardians (Feature Film)

- Built sets and props
- Created Paintfx strokes for vegetation
- Built out sets for final layout

Jim Henson Creatureshop, Hollywood, CA Oct 2007 – June 2008

Modeler, Lighter (Contract) Sid the Science Kid (TV)

- Built and textured 3 of the main characters for the show
- Built environment sets and props for production
- Lit sets for shots and look development

Image-Metrics, Santa Monica, CA Feb 2007 – Sept 2007

Modeler (Contract) Various Projects (Feature Film)

- Built blend shapes for various projects
- Setup facial rigging systems for animation
- Modeled characters for film projects

Sony Picture Imageworks, Culver City, CA April 2005 – Sept 2006

Intermediate Modeler (Staff) Surf's Up (Feature Film)

- Built 90% of opening arctic environment
- Built 70% of rock/ice formations used for production
- Worked closely with art department to meet visual standards
- Utilized custom tools to integrate models into the Sony pipeline

Omaton Studios, San Clemente, CA Jan 2004 – March 2005

Modeler (contract) Barnyard (Feature Film)

- Modeled props, set dressing, and locations matched to concept art
- Worked closely with layout to develop shot-specific locations for one-off shots
- Created background characters, blendshapes, and worked closely with the rigging department and animation to suit models to specific needs of the production

Education

Savannah College of Art and Design, Savannah, GA 1999 – 2003

• Bachelor of Fine Arts in Computer Art – 3D (Magna cum Laude)

References Available upon request.

Please see my profile at LinkedIn for additional Recommendations:

[Http://www.linkedin.com/in/jdiamond3d](http://www.linkedin.com/in/jdiamond3d)