

Rommel S. Calderon

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OBJECTIVE _____

Senior level Maya Generalist skilled in Modeling, Texturing, Lighting, Rigging, nCloth, and Animation.

WORK EXPERIENCE _____

Lead Maya Artist / Generalist - August 2013 - Present

Skechers USA (Manhattan Beach, CA)

- Lead CG/Maya artist responsible for nearly all CG needs within the Graphics Department.

Maya Generalist - Freelancer 2013

Brand New School (Santa Monica, CA)

- CG Generalist, working on modeling, animation, lighting, and rendering for various commercial spots.

Maya Generalist - Freelance February - April 2013

CBS Digital (Los Angeles, CA)

- Primary responsibility was to modify and relight the USS Enterprise for the Star Trek The Next Generation Remaster. The original footage was lost and required a CGI replacement. Shot had to match or improve the original practical footage without going too far.

- Also recreated various shots originally done in CG circa early 90's, from scratch, for HD resolution.

Maya Generalist - Freelancer 2006-2013

Zoic Studios (Culver City, CA)

- Previous work ranged from modeling, texturing, rigging, cloth dynamics, and lighting for various television shows, features, commercials, and game cinematics.

Maya Generalist - August - November 2012

Mirada (Marina Del Rey, CA)

- Worked as a lead artist on 30 second Colgate commercial, overseeing the lighting and rendering phase.

- Worked on additional commercial spots as a senior lighter, and animator.

Maya Generalist - Freelance 2007 - 2011

Look Effects Inc (Los Angeles, CA)

- Recent work included modeling, texturing, rigging, animating, and lighting for *Captain America*, and *The Muppets*.

- Previous work focused mainly on modeling, texturing, animation and lighting for episodics and feature films.

Maya Generalist - Freelance 2009 - 2011

Superfad (Culver City, CA)

- Contributing artist on various commercial projects. Responsible for modeling, texturing, animation and lighting.

VFX Supervisor - November – December 2010

FunnyOrDie.com (Los Angeles, CA)

- On-set supervisor for visual effects for a 15 minute commercial spot for Nerf.

Character Rigger - November – December 2010

Baked Goods (Los Angeles, CA)

- Created a skeletal rig for a photorealistic bull for feature film *Seven Days in Utopia*.

Rigger / Senior Lighter - September 2009 – April 2010

Furious FX (Burbank, CA)

- Worked as a rigger and lighter on the feature film *Furry Vengeance*.

- Was a senior lighter on the opening cinematic for the video game, *DC Universe*.

Maya Generalist - Freelance 2008 - 2009

Super78 (Hollywood, CA)

- Worked on various projects for television and special venue cinematics.

Technical Animator - June – November 2007

Rhythm & Hues (Los Angeles, CA)

- Fur and cloth simulations for *Alvin and the Chipmunks* and *The Golden Compass*

Maya Generalist - March – June 2007

Yu & Co (Hollywood, CA)

- Created elements for various commercial and television spots.

Render Wrangler - February 2006 – April 2007

Zoic Studios (Culver City, CA)

Maya Instructor - 2004 – 2006

Compumatics Training Center (Los Angeles, CA)

SKILLS _____

- Extensive knowledge and experience using Autodesk's Maya in the fields of:
 - Character and Object Modeling
 - Texture Painting
 - Rigging, including characters and hard surface rigging
 - Lighting (Mental Ray and V-Ray), including a full understanding of breakout passes, and render layers for use in compositing.
 - nCloth
- Extensive knowledge of Adobe Photoshop, After Effects, and Premiere

EDUCATION _____

Bachelor of Fine Arts in Computer Art, Class of 2000
Savannah College of Art and Design (Savannah, GA)