

## **Rommel S. Calderon**

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### -----SUMMARY-----

Senior-level Maya Generalist with over 10 years of experience in commercial, television, film, and special venue production. Skilled in Modeling, Texturing, Lighting, Rigging, Dynamics, and Animation.

### -----WORK EXPERIENCE-----

#### **Senior 3D Artist - August 2013 - Present**

##### **Skechers USA (Manhattan Beach, CA)**

- Supervisor/Senior CG/Maya artist responsible for nearly all CG needs within the Graphics Department. Report directly, and collaborate with, the Post Production and VFX Supervisor, and Creative Director, as well as the Vice President of Marketing and Advertising.
- Responsible for asset and file system management, artist recruitment, and project development.
- Developed and supervised a variety of projects ranging from internal demonstration videos to VFX supervising commercial spots.

#### **Maya Generalist - August 2013**

##### **Brand New School (Santa Monica, CA)**

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

#### **Maya Generalist - 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 - Freelance 2006 - 2013**

##### **Zoic Studios (Culver City, CA)**

- Modeling, texturing, rigging, cloth simulations, dynamics, and lighting for various television shows, features, commercials, and game cinematics.
- Lead artist on a variety of Television projects, as well as CG Supervisor on *Magic City*, *The River*, and co-supervisor on *Falling Skies*.

#### **Maya Generalist - August - November 2012**

##### **Mirada (Marina Del Rey, CA)**

- CG Supervisor on 30 second Colgate commercial, overseeing the lighting and rendering phase.
- Senior Lighter and Animator on various commercial spots

#### **Maya Generalist - Freelance 2007 - 2011**

##### **Look Effects Inc (Los Angeles, CA)**

- Modeling, texturing, rigging, animating, and lighting for *Captain America* and *The Muppets*, as well as for television shows *Pushing Daisies* and *Bones*.

#### **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)**

- Rigger and lighter on the feature film *Furry Vengeance*.
- Senior lighter on the opening cinematic for the video game, *DC Universe*.

**Maya Generalist - Freelance 2008 - 2009**

**Super78 (Hollywood, CA)**

- Lead artist 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 (Extensive knowledge in Mental Ray and V-Ray, and a working knowledge of Arnold), including a full understanding of breakout passes, and render passes for use in multi-layer compositing (Nuke and After Effects)
  - nCloth
  - Dynamics (nFluids and nParticles)
- Extensive knowledge of Adobe Photoshop, After Effects, and Premiere
- Working knowledge of Nuke and Cinema4D

-----**EDUCATION**-----

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