

Rommel S. Calderon

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WORK EXPERIENCE

Lead 3D Artist - September 2015 - Present

VFX Legion (Burbank, CA)

- Lead 3D artist responsible for all aspects of any work that requires 3D, for our various television and feature productions, including assisting in estimating bids for shots
- Responsible for all asset and look development.
- Developed workflow, pipeline and methodology for our 3D artists
- Work on the box modeling, texturing, shading, animation, lighting, and rendering.

Lead 3D Artist / Generalist - August 2013 - September 2015

Skechers USA (Manhattan Beach, CA)

- Lead CG/Maya artist responsible for nearly all CG needs within the Graphics Department, reporting directly, and collaborated 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 - Freelancer 2013

Brand New School (Santa Monica, CA)

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

Maya Generalist - Freelancer 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.
- 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 - Freelancer 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.

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 - 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 and Shading

- Rigging, including characters and hard surface rigging

- Lighting (Mental Ray, V-Ray, Redshift), including a full understanding of breakout passes, and AOVs

- nCloth

- Extensive knowledge of Adobe Photoshop, After Effects, and Premiere

- Working knowledge of The Foundry's Nuke

EDUCATION _____

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