

ROBERTO GRACIA | DIGITAL ARTIST

CAREER HIGHLIGHTS

- +Ten years professional experience as a 3D Technical Director and Artist.
- Supervising and mentoring junior artist while producing high-end work.
- Creation of entire work pipelines to increase productivity on my own initiative.
- Ability to work with minimum supervision while following direction.
- Solving very complex technical problems when needed and to improve workflow.

TECHNICAL SKILLS

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|--------------------|----------------|------------|-------------------|
| • Maya & MEL | • Photoshop | • ZBrush | • Max & MaxScript |
| • Houdini | • Mudbox | • Unity | • Python |
| • Mentalray / VRay | • Nuke | • Realflow | • Fusion |
| • Ncloth sim | • C / C++ / C# | • FumeFX | • Shotgun |

WORK EXPERIENCE

2016-2017 Double Negative Vancouver

- **Generalist / Lighting TD**, Look Dev., Lighting and Rendering using Houdini's Mantra for film projects, "The Mummy"

2014-2016 Scanline VFX

- **Generalist / Lighting TD**, Look Dev., Projections, Lighting and Rendering using Vray and Max for film projects, "Superman vs Batman", "King Arthur".

2014 Prime Focus World

- **Lighting & Rendering TD**, Lighting and Rendering using Vray and Maya for film project, "Sin City 2".

2014 The Third Floor

- **Post Viz Artist**, Compositing shots together using freshly minted plates with Pre-Viz assets. Lighting in hardware shaders for project, "World of Warcraft".

2013-2014 Industrial Light & Magic

- **Generalist / Lighting TD**, Lighting and Rendering using Vray and Max. Modeling, Layout, Shading, Lighting and Rendering for film project, "Captain America, The Winter Soldier".

2012-2013 Image Engine

- **Lighting TD**, Lighting and Rendering using 3DLight and Maya. Creating python scripts to automate various aspects of shot history and continuation. Film project "R.I.P.D"

2011-2012 Keystone Entertainment Vancouver

- **Lighting TD / Fur TD**, creating fur solutions for film. Lighting and Rendering using Mentalray and Maya. Fur Grooming using Shave and Haircut.

2011 Method Vancouver

- **Lighting TD / Fur / Cloth TD**, creating fur and cloth solutions for film. Lighting and Rendering using Mentalray and Maya. Crowd layout and cloth simulation using Houdini.

2009-2011 United Front Games

- **Character Artist / Character TD**, ensuring a working pipeline at all times for all the characters. Incorporating changes across all characters through scripting. Character model creation using Zbrush.

2008-2009 Taylor James

- **Artist Supervisor / Senior Animator**, producing special effects within budget and rigging pipelines for tv animation projects. Managing staff workloads. Supervising Junior artist to ensure enough attention to detail.
- **Cloth TD**, simulating cloth meshes to dress up dozens of characters for added realism within time constraints for a high-profile project.

2006-2008 Contracts as Digital Artist

- **Lead Lightning TD and Compositor** for Flaming CGI: Created photo-realistic textures for assets as part of a big team. Created light rigs for different lighting moods. Rendering in layers, adding atmospheric effects and compositing all layers adding colour balance and 2d effects.
- **Lead Technical Director** for Pyro Studios: Setting up the 3d pipeline for their upcoming project. Creating base models to spawn characters from and base rigs to be used by all generic characters. Creating time saving animation interface tools in Flash for Max.
- **Animator and Character TD** for Atlantic Productions: Creating digital sets, rigs and Animation for documentaries. Randomize character clips to create individual animations for building up crowds to allow for complex animation sequences within time and budget.
- **Animator and Character TD** for Silicon Garage Arts: Providing Character Animation for Cinematics and Games as directed by Creative Lead. Rigging of main characters and creating a system to transfer animation between rigs by my own initiative.

2003-2006 Liquid TV Animation.

- **Animator and Compositor**: Providing Technical direction and creating animation for tv. Multitasking the creation of models, textures and rigging as necessary for the animation. Arrange effects and compositions for entire shots under tight deadlines.

EDUCATION & BIO

Universidad La Laguna. Tenerife 1991-1995. Bachelor's Degree in Technical Architecture.
Software development expertise using Python, C#, C & C++.
Portrait painting courses at Morley College. London UK.
+10 years professional of experience in the UK, Spain and Canada

References available upon request

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