

[info@gofrthr.com](mailto:info@gofrthr.com)

+1 (720) 724-7924



CG/VFX Supervisor, Modeling Supervisor, Character Modeler, Character Artist, Zbrush Sculptor and Maya Generalist with a Heavy Emphasis in Poly Modeling, UV Mapping, and Texturing. Experience in Leading a Team on multiple Feature Films as well as Solo and Collaborative Work. Passionate, easy going, team player that takes pride in his work, and has fun doing it. Background in sculpting and photography. Stereophotogrammetry / structured light scanning. Licensed UAS / UAV remote pilot (drone) , Certified Scanning Technician (FARO)

**GOFRTHR / The 3D Garage / Owner / Independent Contractor (2020-current)**

- 3d Scanning and On Site Inspections
- 3d animations for various industries
- Photography / Videography / part 107 UAV (drone) pilot
- Owner / Creative / Producer / Director

**High Impact 3D Scanning / Production Manager / Producer / Lead (2013-2019)**

- 3d Scanning and On Site Inspections
- Photography / Videography / UAV (drone) pilot
- Process data from various capture methods for use in animations
- Lead Forensic Artist (Create Demonstrative Animations for Litigation)
- Forensic Production Manager / Producer
- Coordinate with other Departments and teams in collaborative work
- Research and Development – Integrating new technology and means of Capturing / displaying data and animations (AR/VR)

**360-VFXOwner / Founder / CEO (2013-2016)**

- 3d Scanning and Character Creation for Film / Games / 4d Rides
- Created base topologies for use with Scan data for all characters
- Retopology / Blendshapes / Cross Polar Texture Photography

**Spark Unlimited      Sr. Character Artist (2011-2013)**

- Modeling / Texturing / Sculpting for AAA next gen game -Unreal
- Created base topologies for use with Scan data for characters
- Both creature and character work (including blendshapes)

**The Famous Group      Modeling Supervisor (2010-2011)**

- Modeling / Texturing / Lighting / Rendering
- Managing of Assets on 3 commercial spots simultaneously
- Look Development on Stylized commercial
- Consulted on asset management for current pipeline development

**Cinesite Europe (London)3d Character / Sets Modeler (2009 – 2010)**

- Work on Harry Potter / John Carter of Mars
- Hero digital double work – also remesh from scans
- Creating crowd characters for massive simulations
- Creating various sets / props



#### **The Famous Group Cg / Vfx Supervisor (2008-2009)**

- Manage all aspects of 3d and VFX at a motion graphic studio
- Setup pipeline / establish workflow for all cg or live action / cg shoots
- Work as a 3d generalist
- On set supervision / tracking / green screen / hdri

#### **Threshold Entertainment Modeling Supervisor (feature film)(2007-2008)**

- Manage the Modeling Department on a Feature Film

#### **Image-Metrics 3d Modeling (feature film)(2007)**

- Blendshape Modeling for the Main Characters of the Film

#### **Gentle Giant Studios Freelance 3d Artist (2006)**

- Zbrush Sculpting and Texture Painting

#### **Syndrome Studio Freelance 3d Artist (2006)**

- Poly modeling / Texturing / Animation / VFX / Cameras for Music videos

#### **Zoic Studios Freelance Texture Artist (2005)**

- Texture painting for television pilot

#### **Hoodwinked (Weinstein Co.)Feature Film Artist (2004)**

- Led a team of 8 in creating, lighting and compositing fur
- Animation and texturing clean up – verified all shots being sent to vendors

#### **Education**

Gnomon School of Visual FX (2006) Poly modeling / Sculpting / Zbrush / Career

Digital Hollywood Institute of Media Arts (DHIMA) (2004) – Certificate Maya / Combustion

University of California Los Angeles (2002) - Design Classes

University of California Santa Barbara (2001) - Bachelor of Arts in Studio Art (Music Minor)

#### **Professional Skills**

- 3D modeling and sculpting of characters and props
- Concept and blendshape modeling
- Digital texture painting
- Understanding of Film/Gaming/Commercial/Animation workflow/pipeline
- Understanding edgeflow and deformations
- Firm understanding of anatomy
- Professional experience managing a team and delegating tasks
- Passionate about art / Team player / Makes “work” fun
- Knowledgeable in efficient production pipelines
- On set experience – with knowledge of scanning, tracking, green screen, hdri
- Certified 3D Scanning technician (FARO)
- FAA Licensed UAS / UAV Remote Pilot (drone) – part 107
- Experience in all aspects of Pre Production / Production / Post Production



## Software Skills

Maya (Win/Linux) (generalist-highly proficient in modeling, texturing, rendering)  
Zbrush (highly proficient in sculpting low and high frequency details and textures)  
Unreal (Win) (proficient in package creation and material adjustments/ quick levels for testing)  
Adobe Suite (Mac / Win) Various Programs  
Agisoft / Faro Scene / Sequoia (Other programs used in the capture / creation of mesh related to 3d scanning)  
Various CAD / DCC / Engineering applications

## Community / Other

- Video / Production work for various Denver based Charities
- Photo work for Lomography London
- Sculpture used to promote the Gnomon School of Visual FX (flash banners/catalog)
- Photographer for Zbrush user group meetings @ Gnomon
- Lectures to high school students about digital art, animation and the film industry.
- Taught soccer to elementary school children
- Worked with the UCSB Artsbridge Program – Elementary and JR. High Arts program
- Taught music to elementary school children
- Design awards and Deans Honors List at UCSB
- Active in various sports leagues / snowboarding / anything outdoors
- Hobbies include art, music, film, games, technology, sports, motorcycles, photography, drones etc.

Demo / Stills / References Available Upon Request