

# AKINBILGIC

MODELER / VFX ARTIST

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## OBJECTIVE

To work in a creative environment with a talented team of artists producing the highest quality animation and visual effects.

## QUALIFICATIONS

### CG Modeler

- Solid understanding of human and animal anatomy, structure, and silhouette.
- Able to create production-quality characters, creatures, props, environments, and blend shapes ranging from photorealistic to highly stylized.
- Efficient modeling technique including all-quad topology, rigging-friendly edge flow, and clean UVW layout.
- Can accurately translate from provided concept art and reference imagery, or concept sculpt from scratch with director / client feedback.
- Experienced in high-polygon digital sculpting workflows for film, in addition to low-polygon workflows for real-time engines.

### Well-Rounded Generalist

- Broad knowledge of the animation and visual effects pipeline, including: Rigging, Texturing, Lighting/Rendering, Compositing, Matchmoving, and Roto.

## SOFTWARE

**3D** – Maya, 3ds Max, ZBrush, Mudbox, 3D Coat

**2D** – Nuke, Fusion, After Effects, Photoshop

**Rendering** – V-Ray, Mental Ray, Brazil

**Tracking** – PFTrack, Boujou, MatchMover

**Editing** – Premiere Pro, Final Cut Pro

Windows, Linux, and Mac based operating systems.

## EXPERIENCE

**6/2011 - 8/2011 – LAIKA Entertainment House – Portland, OR**

- CG Modeler for the summer internship program.
- Responsible for creating characters, environments, and props for commercial projects like *Toys R Us' 2011 holiday campaign* and *Honda Pilot*.

**6/2009 - 8/2009 – Walt Disney Animation Studios – Burbank, CA**

- CG Modeler for the summer internship program.
- Responsible for creating characters and environments for the short film *Pinocchio's Peckish Pest*, and props for the feature film *Tangled*.

**5/2009 - Present – Pixologic, Inc. – Los Angeles, CA**

- Beta tester and demo artist for ZBrush at numerous industry tradeshows.

**7/2004 - 2/2008 – Noblis, Inc. – Washington, DC**

- CG Generalist for *Hotzone*, a simulator designed to train emergency responders.
- Responsible for modeling, texturing, rigging, animation, and interface design.

References Available Upon Request

## EDUCATION

**8/2008 - Present – Academy Of Art University – San Francisco, CA**

- Completing an MFA in Animation & Visual Effects.
- Co-Founder of the AAU VFX Society.

**8/2003 - 6/2006 – George Mason University – Fairfax, VA**

- BFA in Digital Art & Animation / Minor in Film & Media Studies.
- Co-Founder of the GMU Student Chapter of ACM-SIGGRAPH.