

Gregory J. C. Calas
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Career Objectives:

To work as a 3D character modeler and texture artist in either the film or game industry.

Work experience:

10/07 to 07/10 Smoke and Mirrors NY, NY

An international VFX and post production house based in London, NY and Shanghai.
Performed 3D modeling, texturing and rendering in Soft Image XSI as well as high resolution modeling in Zbrush. This included creating:

- Dinosaur for Denver Museum of Nature and Science(award nominated)
- Robot arms for Mercedes C commercial
- Mat painting on Beatles rock band spot
- Designed and created different characters for company capabilities presentations as well as internal projects.
- Modeled and textured products for Coca Cola, Jose Cuervo, Crown Royal, Dove, Listorene etc.
- All team projects were about creation to deadline.This required effective team collaboration and creating efficient , cost effective work flows.

02/06 to 05/06 Dream Ray Studios NY, NY

Modeling and Texturing position using Soft Image XSI. Work included:

- 3D work for Pepsi
- Car model for Mercedes S class
- Story board for short film for Columbia University
- Modeled human figures for Pomegranate Juice Company.

Software Proficiency:

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|-------------------------|---------------------------------|
| -Software XSI: advanced | -Adobe Photoshop: intermediate |
| -Zbrush: advanced | -Adobe Aftereffects: proficient |
| -Maya_proficient | -UVLayout: proficient |
| -3D Max :proficient | -Topogun: proficient |
| -Mental Ray: proficient | -Mudbox: proficient |

Skills:

- Specialized in high detail character organic modeling.
- Generated displacement, normal spec and transparency maps.
- UV unwrapping
- Rigging and enveloping 3D models
- Rendering in Mental Ray
- Compositing passes from Mental ray
- Re-topologizing high resolution meshes
- Creating texture maps through painting and photo manipulation

Education :

09/02-05/04 Fashion Institute of Technology N.Y., N.Y.
Degree earned: B.A. in 3D Animation and Interactive Design (with honors)

08/03-08/03 School of Visual Arts N.Y., N.Y.
Three week Advanced coarse in Maya

09/00-05/02 Nassau Community College Garden City ,N.Y
Degree earned: A.A. in Fine Arts

Personal Interests:

Sketching, Sculpture, Painting, character design,make-up effects, Studying the human anatomy. Movies, music and yes video games.

References:

Available on request
