

Rommel S. Calderon

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WORK EXPERIENCE

Maya Generalist **September 2009 – February 2010**

Furious VFX (Burbank, CA)

- Worked on feature film “Furry Vengeance” set for release later in 2010
- Part of a small team that rigged 19 different animals
- Did lighting for multiple shots, which required matching to live action plates without using image based lighting, using only spot and directional lights.

Maya Generalist **August – September 2009**

Superfad (Culver City, CA)

- Modeled, Textured, and Lit a fully CG stadium and surrounding environment to match a live action plate for national commercial.
- Created a fully dynamic nCloth based bubble which interacted with live action elements for another national commercial.

Maya Generalist **April – June 2009**

Look Effects Inc. (Hollywood, CA)

- Modeled, Textured, Lit, and Animated title sequence for new episodic series. Including creation of particle effects.
- Modeled and Textured several buildings for a completely CG city for use in a feature film.
- Created particle and Fluid Effects for feature film, *Legion*, enhancing practical explosions and debris, and creating dust storms over a wide exterior shot.

Modeler / Rigger **November 2008 – April 2009**

Super78 (Hollywood, CA)

- Modeled multiple characters, including an insect-like creature with retractable legs and wings. In addition, rigged 6 characters, 2 humanoid, 2 robotic, and 2 arachnid (8-legged) creatures.

Maya Generalist **September 2008**

Motion Theory (Venice, CA)

- Animated, modeled, and textured 3D elements for a 60 second promotional spot for Discovery Channel's *Dirty Jobs*

Modeler / Texture Artist **April – July, October - November 2008**

Look Effects Inc. (Hollywood, CA)

- Modeled, Textured and Animated various buildings and structures for Discovery Channel documentary: *Blown Away: Greensburg, KS*
- Modeled and Textured set extensions and replacement assets for episodic series *Bones*
- Modeled and Textured nearly four city blocks for episodic series *Pushing Daisies*

Lighter / Rigger **February – April 2008**

Super78 (Los Angeles, CA)

- Lighting and Rigging duties, as well rendering for Stereoscopic 3D presentation
- Lighting for trailer for feature film, *Journey to the Center of the Earth*

Maya Generalist **January – February 2008**

Zoic Studios (Culver City, CA)

- Rigging for episodic series: *The Middleman*
- Animation for commercial: *Fox Bot vs Terminator Super Bowl Ad*

Maya Generalist**November – December 2007**

Look Effects Inc. (Hollywood, CA)

- Modeler, Texture Artist, Animator, Particles for episodic series: *Pushing Daisies*

Technical Animator**June – November 2007**

Rhythm & Hues (Los Angeles, CA)

- Part of the Rigging Department
- Responsible for hair, fur, and cloth simulations on two motion pictures: *The Golden Compass* and *Alvin and the Chipmunks*

Maya Generalist**March – Present 2007**

Yu & Co (Hollywood, CA)

- Covered all 3D aspects required of the jobs assigned.
- Worked on various projects, from commercials, television, documentaries, and motion pictures.
- Created everything from photo realistic models to more abstract subject matter.

Maya Generalist**February - October 2006**

Zoic Studios (Culver City, CA)

- Modeler, Rigger, Texture Artist, Lighter, Animator
- Worked on multiple episodics and pilots, as well as commercials, including *3 lbs*, *The Way*, *Justice*, *ReMax*, and *XBOX 360*

Render Wrangler**Feb 2006 – April 2007**

Zoic Studios (Culver City, CA)

- Primary responsibilities:
 - Allocate all available resources to render multiple jobs using the render application iRUSH
 - Troubleshoot all render passes, ensuring there are no errors, and spot-checking frames to make sure the shots are 100%
 - Troubleshoot render farm hardware to ensure full efficiency
- Rendering jobs were primarily for shots utilizing Maya, After Effects, Lightwave, and Shake

Maya Instructor**Nov 2004 – March 2007**

Compumatics Training Center (Los Angeles, CA)

- Teach basic and intermediate techniques using Autodesk Maya, including modeling, animation, rigging, texturing, lighting and rendering.
- Show students the basic work flow involved with CG Production Process, beginning with Pre-Production, i.e., concept design, pre-visualization, all the way through Post-Production.

SKILLS

- Extensive knowledge and experience in Mac and Windows platforms
- Extensive knowledge and experience in PC hardware and system construction
- Skilled in the following:
 - Environment, Character and Object Modeler
 - Rigging, including characters and hard surface rigging
 - Texturing
 - Lighting
- Skilled in the following applications:
 - Autodesk Maya
 - Zbrush
 - Adobe After Effects
 - Adobe Photoshop

EDUCATION

Bachelor of Fine Arts in Computer Art

Savannah College of Art and Design (Savannah, GA)

May 2000