

## **Rommel S. Calderon**

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### **WORK EXPERIENCE**

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- Rigger and Dynamics Artist** **December 2010 - January 2011**  
Zoic Studios (Culver City, CA)
- Riggered characters and vehicles for use in traffic scenes for an upcoming feature film.
  - Applied dynamic simulations for various scenes requiring multiple vehicles, some upwards of 50 vehicles in a shot. Dynamics include wheel spin, suspension travel, braking and dive geometry.
- VFX Supervisor** **November – December 2010**  
FunnyOrDie.com (Los Angeles, CA)
- On-set supervision for visual effects for a 15 minute commercial spot for *Nerf*
  - Added CGI darts to over 30 shots that had to fly accurately and similarly to practical darts.
- Character Rigger** **November – December 2010**  
Baked Goods (Los Angeles, CA)
- Created a skeletal rig for a photorealistic bull for use in an upcoming feature film.
- Maya Generalist** **August 2010 - October 2010**  
Superfad (Culver City, CA)
- Modeler, animator, lighter, and rigger on two projects, which also included particles/dynamics, and the creation of photorealistic fur.
- Maya Generalist** **August 2010**  
Playground Media Group (Santa Monica, CA)
- Environmental modeler, texture artist, lighter, and tracker for national commercial spot.
- Rigger / Senior Lighter** **September 2009 – April 2010**  
Furious FX (Burbank, CA)
- Worked as a rigger and lighter on the feature film "Furry Vengeance."
  - Was a senior lighter on the opening cinematic for the video game, "DC Universe."
- 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 environments and assets for the series *Bones* and *Pushing Daisies*

**Lighter / Rigger****February – April 2008**

Super78 (Los Angeles, CA)

- Lighting and Rigging duties, as well rendering for Stereoscopic 3D presentation

**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 &amp; 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 &amp; 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 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%

**Maya Instructor****(Part time) Nov 2004 – Present**

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
- Skilled in the following:
  - Character and Object Modeler
  - Rigging, including characters and hard surface rigging
  - Texturing
  - Lighting (Mental Ray)
  - Particles, Fluid Dynamics, Effects

**EDUCATION****Bachelor of Fine Arts in Computer Art**

Savannah College of Art and Design (Savannah, GA)

**May 2000**