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|  | Andrew Thompson3D ArtistLos Angeles, CaliforniaAGThompson.comContact@AGThompson.comwww.linkedin.com/in/andrew-thompson-134276118 |
| Programs | Maya, 3DS Max, Zbrush, Motionbuilder, Mudbox, Photoshop, Substance Suite , Unreal Engine 4, Unity, Redshift, Arnold 5 |
| Skills | Modeling, Sculpting, Animation, Motion Capture, Rigging, Layout, Previsualization |
| Experience | **3D Generalist / Layout Lead**Framestore, 2018* Create Environments, Props, Character and Creature Rigs for Previs and Production.
* Previs, Layout, and Production FX for prerendered work and real time.
* Work using real time engines like Unity for both VR and AR experiences.

​**VAD Artist / 3D Generalist**Lightstorm Entertainment Inc., 2017* Create Environments, Props, Character and Creature Rigs for Virtual Camera Production for Lightstorm Entertainment Inc.
* Created shot compositions and Environment Layout for use in Virtual Camera Production for Weta's Layout Engine.

**3D Generalist**The Third Floor Inc., 2017* Create Environments, Props, Character and Creature Rigs for Virtual Camera Production.
* Clean Motion Capture for Multiple Characters, Key Frame Animate Characters, and Camera Animations for use in Layout.
* Create and Bake Particle Simulations for use in Unity Engine.

**Previs Asset Builder**The Third Floor Inc., 2016* Create 3D assets for PreVis using Maya and Zbrush.
* Retopologize and Rig Assets from Visual Development team for use in real time.
* Built Set Driven Keys for complex animations for consistency i.e. Armor forming, Building Timelapses.

**Private First Class**United States Marine Corps, 2011* Worked with small teams to achieve tasks set in a timely fashion.
* Supervised up to 20 people at any given time to keep morale and motivation up.
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| Education | Diploma in 3D Animation & Visual Effects with a Specialization in ModelingVancouver Film School, Vancouver, Canada, 2015 - 2016Bachelor of Arts Degree in Media Arts and Design with a Concentration in Game Arts and DesignMt. Sierra College, Monrovia, California, 2011 - 2014 |