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|  | Andrew Thompson 3D Artist  Los Angeles, California  AGThompson.com  Contact@AGThompson.com  www.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. |
| Education | Diploma in 3D Animation & Visual Effects with a Specialization in Modeling Vancouver Film School, Vancouver, Canada, 2015 - 2016 Bachelor of Arts Degree in Media Arts and Design with a Concentration in Game Arts and Design Mt. Sierra College, Monrovia, California, 2011 - 2014 |