

STEVEN OYOLA

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Objective:

To enhance and increase my 3d knowledge and skills in all aspects within a production environment to help me to become a better 3d artist.

Education:

BFA in 3D Arts

Academy of Art University, San Francisco, CA (12/04)

Computer Programming

College of Staten Island, Staten Island, NY (1997-1999)

SOFTWARE:

Maya	Zbrush	RealFlow	Photoshop	After Effects
Combustion	Illustrator	Boujou	Mudbox	Mocha

Skill Proficiency:

Modeling	Uv Layout	Texturing
Lighting	Rigging	Render layer setup
Animation	Particles	Compositing
Ncloth	MotionTrack	

Work Experience:

Mekanism 11/09-2/10

Maya Particle Artist/Compositor

Animate and composite 2d/3d particles, create transitions as well as create roto mattes for Charles Schwab commercial. Wire removal and composite elements for DKNY web commercial.

Rogue Planet Studios 6/09-8/09

Maya Generalist

Supervise filming, model, texture, light, animate, render and composite 3d elements for bud light web commercial.

Crazy bridge Studio 11/08 –6/09

Maya Generalist

Created 3d models of organic/hard surface elements, uv layout, and texturing as well as completed shots from start to finish with, particles, fluids simulation, and compositing.

History Channel: “Life after People”

“Patton360”

“Modern Marvels”

Discovery Channel: “Death Machines”

“Nostradamus”

Independent Music Video 10/08- 11/08

Maya Generalist

Supervise green screen shoot,model,texture,animate and composite 3d elements with filmed footage.

Filmworks/fx, Inc.11/07-10/08

Visual Effects Artist/Maya Generalist

Create 3d elements, animate, texture, light, rigg, motion track and composite 3d elements with live action plates for feature film.

Feature Film: “You Don't Mess with the Zohan”

“City of Ember”

“Peacock”

“100,000,000 BC”

Television: “Life on Mars”

Identity Creative Inc. 8/07-10/07

Maya Generalist

Previz of multiple shots. Modify 3d elements, texture, light, render multiple render passes for composite.

Graphic Design Freelance Project 4/06-6/07

Freelance designer for Music CD.

Wit Animation 8/05-1/06

Pre Production Artist

Create animatics for commercial, and feature film for animators.

Asian Week 2003

3D Artist

Creation of 3d elements and character design work for print media.

Other Skills

Sculpture, pen & ink illustration as well as character design and charcoal drawing.

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References

Ken Locsmandi
CEO/President, Filmworks/FX Inc.
4121 Redwood Ave. Suite 101
Los Angeles, CA 90066
(310) 577-3215

Gabriel Grunbaum
CEO/President, Rogue Planet Studios
Los Angeles, CA 90049
(310) 702-9896

Ethan Maniquis
Director, Troublemaker Studios
(512) 751-1168

Mike Coleman
VFX Artist, Eveo Inc.
1725 Montgomery St. Suite 205,
San Francisco, CA 94111
(415) 728-1159

Jose Lopez
Technical Animator, Rhythm and Hues
5404 Jandy Place
Los Angeles, CA 90066
(818) 331-1364