

3dspline@gmail.com

Tom Klejne

March 2014 - May 2014

Goldtooth Creative

Vancouver

Lighter/CG Generalist

- Created CG Lighting for in-game cinematic on "Lord of the Rings - Shadows of Mordor" using 3dsmax and the monolith game engine tools
- Worked with feedback from the producer to a very high standard to achieve top quality results

Aug 2013 - March
2014

Freelance 3D Artist

North Vancouver

Freelance 3D Artist

- Worked on complex molded furniture to create arch viz assets using 3dsmax and zbrush
- Product visualization work doing modeling, unwrapping, animation as well as lighting and rendering.

July 2004 - July 2013

NGRAIN

Vancouver

Lead 3D Artist

- Worked with a team of 3d artists on very complex 3d projects
- Helped to create a more efficient workflow process in order to beat deadlines and maintain quality
- Worked with project managers, animation team and QA to insure quality of deliverables
- 3d Modeling and texturing of extremely detailed and accurate 3d models from photographic reference
- Assembled complex mechanical assemblies in 3d consisting of thousands of parts
- Worked with tight deadlines and worked with a very high level of quality for the deliverables
- On special occasion worked with various cad files to import 3d cad models to use as reference

Education

2003

VFS / VanArts / Self taught

Vancouver

- Certificates for Maya, 3dstudio max and visual FX from VFS
- Certificate for life drawing from VanArts
- Self taught for 8 years prior to professional 3d work

References

Vince Orcullo vinceorcullo@gmail.com, <https://ca.linkedin.com/in/vince-orcullo-895a852>

Masaki Jeffery <mailto:masakicg@gmail.com>, <https://ca.linkedin.com/in/masakijeffrey>