

ZIGGY SHEA

North Vancouver, BC
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OBJECTIVE: To obtain a position as a modeler.

HIGHLIGHTS OF QUALIFICATIONS

- Fast and efficient 3D modeler, able to create models that accurately depict the concept
- Expertise with hardsurface props, vehicles and environments modeling and familiar with character modeling
- Flexible, hard-working, and able to complete assigned tasks in a timely manner
- Organized, punctual, and detail oriented
- Work well independently and thrive in a group setting
- Open and eager to learn new information/technology/skills
- Familiar with weighting, rigging, facial shapes and animation

EDUCATION

Digital Animation Certificate, Capilano University, North Vancouver, BC 2011

TECHNICAL SKILLS

- Autodesk Maya,
- Adobe Photoshop, Premiere and After Effects
- Basic knowledge of Autodesk 3ds Max, Mudbox, Zbrush and SoftImage
- Basic knowledge of Python, HTML and CSS.

EXPERIENCE

- Aircraft modeling for an unannounced independent film.
- Weapon modeling for the Flashover web-comic.

RELEVANT SKILLS

- Collaborated with a team of five other students to create a 3D animated film which won a prize for being the best film of the class and had stills featured in 3D Artist Magazine issue 38.
- Created entire first scene of film project independently and received ongoing feedback from director
- Supervised post-production to ensure all scenes in the film matched the overall visual look
- Worked closely with the director and other team members to keep all scenes as close to the original concept and storyboards as possible
- Worked independently on own modeling projects, creating models with photorealistic textures and lighting

WORK EXPERIENCE

Meat/Grocery Clerk , PriceSmart Foods, Vancouver, BC	2009 - 2010
Sales Associate , Toys-R-Us, Vancouver, BC	2012 – 2013
Temp Sales Associate , Army & Navy, Vancouver, BC	April 2013
Merchandise Associate , Mark's, Vancouver, BC	Sep 2013 – April 2014
Merchandise Coordinator , Mark's, Vancouver, BC	April 2014 - Present

References available on request