Paul Dos Santos

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**Objective**

3D modeler with 11+ years’ experience in various animation studios, seeking the opportunity to work for a company who values continued growth. Possesses impeccable skills with character development, understanding muscle structure, proportions and human anatomy.

**Highlights**

* 2 years’ experience as a Lead Artist at Atomic Cartoons
* 2 years’ experience as a Senior Artist at Disruptive Media Publishers
* 7 years’ experience as a Modeling Supervisor and Lead Modeler at Nerdcorps Entertainment
* 3 years’ experience as a Modeling Instructor at Vancouver Film School
* 3D Animation and Visual Effects Diploma from Vancouver Film School

**Experience**

**2015 – Present: Atomic Cartoons- Lead Artist**

* Modeled main characters, props and environments for various shows at Atomic Cartoons
* Textured various elements in Substance
* Shows worked on: Beat Bugs and current show

**2013-2015: Disruptive Media Publishes- Senior Artist**

* Built characters, props and other content for the avatar system on the XBOX 360 and XBOX One

**2016-2013: Nerdcorps Entertainment- Lead Modeler/Supervisor**

* Helped develop the style of the show and supervised the modeling team for various shows
* Built main characters for each show and also each episode
* Solved problems with production and communicated with other departments including design, animation, and VFX on various shows
* Involved with the production pipeline- starting from reading scripts, watching animatics, budgeting time of assets for each episode, working with the design team to establish the style of the show that is budget friendly.
* Solving issues and help improving the animation departments work flow by updating and modifying rigs, all the way to the final stages of compositing
* Shows worked on: Dragon Booster, League of Super Evil (development stage), and Storm Hawks
* Shows supervised: Hot Wheels, SlugTerra, and Kate and Mim-Mim

**2003-2006: Vancouver Film School- Modeling Instructor**

* Demonstrated course content
* Updated course content
* Lead and motivated students

**2002-2003: Vancouver Film School- Assistant Instructor**

* Assisted instructors in class
* Helped students with problems
* Updated course content

Education

September 2001-June 2002: Vancouver Film School

* 3D Animation and Visual Effects Diploma

September 2000-June 2001: Kwantlen University College

* Fine Arts Program Courses

Skills & Abilities

* Proficient in Maya, Softimage XSI, Adobe Photoshop, Substance and Z-brush
* Experience in leading teams, working and communicating with other departments to establish viable productions
* Developing new techniques in the production pipeline in order to help consistency and organization in the modeling team and other departments
* Continuous studies in the arts- focused on 3D modeling, texturing, rigging, developing characters, and life drawings

**References**

* **Nigel Metcalf**
  + Character Artist at Disruptive Media Publishers
  + [nigeloooo@hotmail.com](mailto:nigeloooo@hotmail.com)
* **Jason Irish**
  + Modeler at Sony Pictures Entertainment Incorporated
  + (604)-721-8025
  + [jirish@imageworks.com](mailto:jirish@imageworks.com)
* **Brad Pitre**
  + Sony Pictures Entertainment Incorporated
  + [bbpitre@imageworks.com](mailto:bbpitre@imageworks.com)