

# 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
- **Jason Irish**
  - Modeler at Sony Pictures Entertainment Incorporated
  - (604)-721-8025
  - jirish@imageworks.com
- **Brad Pitre**
  - Sony Pictures Entertainment Incorporated
  - bbpitre@imageworks.com