

PAUL M. SMITH

3D Digital Artist | Motion Capture Technician | Game Art Professor

OBJECTIVE

As a video game designer and artist, my goal is to bring my artistic, technical, and managerial skills of production to a unique cutting edge entertainment. I have 19 years' experience of all major aspects of development, implementation, and project management for PC and console games.

EXPERIENCE

- | | | |
|--|--------------------------------|----------------------------|
| 2017 – Present
3D Forensic Artist | Bowley Consulting, Inc. | Sunnyvale, CA |
| <ul style="list-style-type: none">Creation of technically accurate forensic crime scene animations using supplied biometric data, motion capture data, and custom 3D animation of characters and hard surface objects to be implemented in a 3D environment with point cloud data. | | |
| 2015 – 2016
Post Production Supervisor | Blast Radius, LLC. | Los Angeles, CA |
| <ul style="list-style-type: none">Motion Capture Technician and developing post production methods. | | |
| 2006 – 2014
Co-Owner / Post Production Supervisor / Motion Capture Technician | Containment Field, LLC. | North Hollywood, CA |
| <ul style="list-style-type: none">Motion Capture Director, mocap data cleanup, and rigged 3D character models for a PS3 game "Pok Ta Pok" scheduled to be released 2013.Motion Capture Technician and mocap data cleanup for "The Black Eyed Peas Experience". | | |
| 2002 – 2010
President / Co-Owner | Harbinger Media, Inc. | Toluca Lake, CA |
| <ul style="list-style-type: none">Post-Production Supervisor, VFX, lighting, and 3D environment modeling for a short comedy film "Jenny's Gotta Boob Job".Post-Production Consultant for a "Swarovski Crystal Experience" in Japan.Production Coordinator for "The Movie Nation Festivals" in Las Vegas, Nevada. | | |
| 2003 – 2009
Consultant / 3D Digital Artist | Shapely Shadow, Inc. | Los Angeles, CA |
| <ul style="list-style-type: none">Create 3D mannequin models that meet specific shape and measurements needed in the garment industry for producing reliable symmetrical dress forms. | | |
| 2002 – 2009
Consultant / 3D Digital Artist | Thunderhorn Gameworks | Burbank, CA |
| <ul style="list-style-type: none">Art direction and pre-production art for "Redball 6" and "The Goon".Created an E3 PS2 game demo for "Foolish Gold". | | |
| 2003 – 2006
Consultant | RBB Architecture, Inc. | Los Angeles, CA |
| <ul style="list-style-type: none">Provide technical support on creating architectural renderings and visualizations. | | |
| February 2006 – May 2006
3D Freelance Artist | Naked Sky Entertainment | Los Angeles, CA |
| <ul style="list-style-type: none">VFX, lighting, and 3D modeling for an Xbox 360 online arcade game "Robo Blitz". | | |
| May 2002
3D Freelance Artist | Digital Dimension | Burbank, CA |
| <ul style="list-style-type: none">Environment models for "Snow Cross 2002" a Playstation 2 in game cinematic. | | |

1998 – 2002 Tremor Entertainment, Inc. Burbank, CA

Co-Founder / Art Director

- Managed production pipeline, project scheduling, hiring and training staff, company marketing materials, and quality assurance of all art assets.
- **Console:** Railroad Tycoon II, Sega Swirl, Kiss Psycho Circus - (Dreamcast) | Railroad Tycoon II (Playstation Port) - Modeling, lighting, and special effects.
- **Publication:** Rig/pose 3D character for a 3-part Wildstorm Productions' Superman comic.

1996 – 1998 Gigawatt Studios Hollywood, CA

3D Modeler / Animator

- **Main Attraction:** Mighty Ducks Pinball Slam (Disney Quest main attraction ride in Disney World Orlando, Florida) – All digital art creation and animations.
- **Console:** Men in Black, Pinky and the Brain (PC Games) – Environmental modeling, texturing, animation, and special effects.

1995 – 1996 3fx Conshohocken, PA

3D Modeler / Animator

- 3D instructional medical videos for the video broadcast industry.

SOFTWARE

- 3D – 3ds Max, Maya, Zbrush, Topogun, 3D Coat, Headus UVLayout, Quixel, Substance Painter, Marmoset Toolbag 3
- Game Engine – Unreal Engine 4
- Motion Capture – MVN Studio, Motion Builder
- 2D – Photoshop, Illustrator
- Compositing/Editing – After Effects, Discreet Combustion, Matchmover

EDUCATION

1993 – 1995 William Patterson University Patterson, NJ

- B.F.A., Computer Animation & M.A., Computer Animation

1991 – 1992 Bucks County Community College Bucks County, PA

- A.S., Computer Animation.

REFERENCES AVAILABLE ON REQUEST