

JUSTIN DIAMOND

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PROFESSIONAL SUMMARY

I'm a Senior CG Generalist, Modeler, Sculptor, and Texture Artist with over 20 years of experience bringing characters and worlds to life for feature films, TV, major commercials, and experiential design. Throughout my career, I've had the privilege of creating production-ready assets for studios like Netflix, Paramount, Laika, and The Mill. When I'm not working on shots, I'm in the classroom teaching and mentoring the next generation of digital artists.

TECHNICAL SKILLS

- Hard Surface & Organic Modeling: Maya, ZBrush, Blender, Cinema 4D
- Texturing & LookDev: Substance Painter, Mari, Photoshop, ZBrush
- UV Mapping: Headus UVLayout, RizomUV, Maya, ZBrush
- Rendering & Lighting: Arnold, V-Ray, Redshift

PRODUCTION EXPERIENCE

Freelance Senior CG Artist | Various Studios | *New York, NY*

July 2017 - Present

- Deliver high-end organic/hard-surface modeling and texturing for top VFX, commercial, and design houses.
- Client Portfolio includes: Framestore, Blacksmith, Zoic, Scholar, Method Studios, R/GA, Psyop, Carbon, VaynerMedia, Taylor James, Logan, Artjail, Luke Halls, Pivot Design, The Mill, and others.

CosmicDino | Look Development Modeler (Remote)

August 2024 - September 2024

The Bluey Movie (Tentative Title)

- Developed Initial models for main character, including Sculpt, Texture and Groom

Paramount Pictures | Previs Modeler (Remote)

March 2023 - March 2024

Smurfs (Feature Film)

- Modeled sets, environments, props, and characters to support layout and story teams during early production phases.

Netflix Animation | LookDev / Previs Modeler | *New York, NY*

March 2021 - July 2022

Leo (Feature Film), With Kind Regards From Kindergarten (Unreleased Feature Film)

- Collaborated with directors, designers, and previs layout teams to create characters, props, and complex environments for feature animation.
- Performed look development modeling on key cinematic sequences.

Cinesite | Freelance Modeler (Remote)

August 2020 - October 2020

Paws of Fury: The Legend of Hank (Feature Film)

- Crafted production-ready feature film character and environment models matching stylistic concept art.

Netflix Animation | Character Modeler & LookDev Artist | *New York, NY*

March 2020 - July 2020

Escape From Hat (Unreleased Feature Film), Untitled Alex Hirsch Project (TV)

- Partnered with Art Directors to establish CG style guidelines for a mixed-media show, overseeing modeling, texturing, and lighting lookdev.

The Mill, Inc. | Senior / Lead Modeler (Staff) | *New York, NY*

October 2011 - June 2017

- Asset creation for 50+ high-profile commercials and short films.
- Co-developed modeling tools and standardized studio pipeline workflows across global offices.
- Led modeling teams, established quality standards, set production priorities, and mentored junior artists.

Laika Entertainment | Rapid Prototype Character Modeler (Staff) | *Portland, OR*

June 2010 - October 2011

ParaNorman (Feature Film, Oscar Nominated)

- Sculpted and prepared 3D character prints and props from sketches and scan data for 3D stop-motion printing.
- Engineered internal physical rigging mechanics into models, ensuring precise alignment with physical puppet creation.

Animal Logic | Modeler (Staff) | *Sydney, Australia*

July 2008 - February 2010

Legend of the Guardians: The Owls of Ga'Hoole (Feature Film)

- Built intricate environmental sets and props; populated large-scale scenes for final layout assembly.

Jim Henson's Creature Shop | Modeler & Lighter (Contract) | *Hollywood, CA*

October 2007 - June 2008

Sid the Science Kid (Episodic TV, Emmy Nominated)

- Modeled and textured three primary hero characters, built environment sets, and established shot lighting setups.

Image Metrics | Modeler (Contract) | *Santa Monica, CA*

February 2007 - September 2007

- Modeled facial blend shapes and integrated facial rigging systems for film and game cinematics.

Sony Pictures Imageworks | Intermediate Modeler (Staff) | *Culver City, CA*

April 2005 - September 2006

Surf's Up (Feature Film, Oscar Nominated)

- Modeled key environmental features, specializing in organic ice, snow, and rock structures.

Ovation Studios | Modeler (Contract) | *San Clemente, CA*

January 2004 - March 2005

Barnyard (Feature Film)

- Created characters, facial blend shapes, props, and custom background environments in tandem with layout and rigging.

ACADEMIC & TEACHING EXPERIENCE

School of Visual Arts (SVA) | Adjunct Faculty | *New York, NY*

November 2019 - Present

- Teach undergraduate courses in *Introduction to Digital Sculpting* and *Advanced Character Modeling*.

Fashion Institute of Technology (FIT) | Adjunct Faculty | *New York, NY*

March 2019 - Present

- Teach *Principles of Animation II*, *Intro to 2D Animation*, and *Intro to Digital Sculpting*.
- Conduct specialized ZBrush industry workshops for professional jewelry and fashion designers.

Feirstein Graduate School of Cinema | Adjunct Faculty | *Brooklyn, NY*

October 2019 - 2024

- Taught graduate-level courses focusing on *Advanced Modeling & Texturing*, *Lighting* and intensive *ZBrush Workflows*.

EDUCATION

Savannah College of Art and Design (SCAD) | *Savannah, GA*

- Bachelor of Fine Arts (BFA) in Computer Art: 3D Animation
- Honors: *Magna Cum Laude*

Note: References and complete recommendations available at [linkedin.com/in/justind3d](https://www.linkedin.com/in/justind3d)