

Justin Diamond
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917-502-6490

Experienced Professional CG Modeler, Sculptor and Texture Artist seeking freelance and staff positions in commercials, VFX, television, movies, and design.

Skills -

- Hard Surface and Organic modeling: Maya, Zbrush, C4D
- Texturing: Substance Painter, Mari, Zbrush, Photoshop
- UV layout: Headus, Maya, Zbrush, Rizom
- Lighting: Arnold, Vray, Redshift

Professional Experience -

Freelance Artist, New York, NY July 2017-Current

- Senior level CG Artist at various studios in the New York area, Focusing on modeling and texturing.
- Studios include Framestore, Blacksmith, Zoic, Scholar, Method, R|GA, Psyop, Carbon, VaynerMedia, Taylor James, Logan, Artjail, The Mill, and others.

School of Visual Arts, New York, NY November 2019-Current

- Teach Undergraduate Intro to Digital Sculpting and Advanced Character Modeling.

Paramount Pictures (remote), New York, NY March 2023-Current

- Previs Modeler on upcoming Smurf's movie.
- Build sets, characters and props for layout department

Netflix Animation, New York, NY March 2021- July 2022

- Look Development modeler on unannounced upcoming Netflix film.
- Previs Modeler on "Leo"
 - Worked with previs layout, directors and designers to build characters, environments and props for Adam Sandler's upcoming fully animated movie.

Cinesite Montreal, (remote) NY August 2020-October 2020

- Freelance Modeler on the film Blazing Samurai (released as "Paws of Fury")

Netflix Animation, New York, NY March 2020- July 2020

- Character Modeler on the (delayed) film Escape From Hat
- Lookdev Artist on Untitled Alex Hirsch Project
- Worked with the Art Director to develop the CG element style for the mixed-media show. Responsible for Modeling, Texturing and some lighting lookdev.

Feirstein School of Cinema, Brooklyn, NY October 2019-2022

- Teach Graduate level classes on Advanced Modeling and Texturing and a special Zbrush focused course.

Fashion Institute of Technology, New York, NY March 2019-2022

- Taught weekend seminars on Zbrush to industry professionals in jewelry and clothing design.
- Taught an Intro to Digital Sculpting class for the Illustration Department.

The Mill, Inc, New York, NY October 2011 - June 2017

Senior Modeler/Lead Modeler (Staff)

- Modeled Assets for over 50 commercials and short films
- Helped develop modeling tools and pipeline for the worldwide office
- Fostered new talent by training and mentoring interns and entry level artists
- Headed small teams to organize modeling tasks, priorities and quality of work consistency

Laika Entertainment, Portland, OR June 2010 - October 2011

Rapid Prototype Character Modeler (Staff) Paranorman (Feature Film)

- Modeled characters and character props from sketches and scan data
- Finished and prepped final prints for use in production
- Created rigging pieces for physical prints and puppet creation
- Worked closely with rigging and texture to assure print quality and puppet fit are accurate

Animal Logic, Sydney, Australia July 2008 – Feb 2010

Modeler (Staff) Legend of the Guardians (Feature Film)

- Built sets and props
- Propagated sets for final layout

Jim Henson Creatureshop, Hollywood, CA Oct 2007 – June 2008

Modeler, Lighter (Contract) Sid the Science Kid (TV)

- Built and textured 3 of the main characters for the show
- Built environment sets and props for production
- Lit sets for shots and look development

Image-Metrics, Santa Monica, CA Feb 2007 – Sept 2007

Modeler (Contract) Various Projects (Feature Film)

- Built blend shapes for various projects
- Setup facial rigging systems for animation
- Modeled characters for film projects

Sony Picture Imageworks, Culver City, CA April 2005 – Sept 2006

Intermediate Modeler (Staff) Surf's Up (Feature Film)

- Built sets and props for the film
- Responsible for majority of ice and rock structures.

Omaton Studios, San Clemente, CA Jan 2004 – March 2005

Modeler (contract) Barnyard (Feature Film)

- Modeled props, set dressing, and locations matched to concept art
- Worked closely with layout to develop shot-specific locations for one-off shots
- Created background characters, blendshapes, and worked closely with the rigging department and animation to suit models to specific needs of the production

Education -

Savannah College of Art and Design, Savannah, GA 1999 – 2003

- Bachelor of Fine Arts in Computer Art – 3D (Magna cum Laude)

References Available upon request. Please see my profile at LinkedIn for additional Positions and Recommendations: [Http://www.linkedin.com/in/justind3d](http://www.linkedin.com/in/justind3d)