

KATIE CLARK

VFX / Surface Artist | www.clarkatieportfolio.weebly.com

OBJECTIVE

Visual Effects graduate currently seeking creative opportunities to further my profession in 3D Surfacing and/or VFX Compositing.

SKILLS

Highly creative Artist with experience in 3D Modeling (Hard Surface and Organic) and Texturing.

Experience with Maya, Arnold Renderer, Unreal Engine, Zbrush, Photoshop, Nuke, Substance Painter and Designer.

Organized and deadline driven individual working effectively both in teams and independently.

Motivated to perfection and detail in my work, with a strong eye for ascetic and a playful style.

EXPERIENCE

3D SURFACER • JAMFILLED • 2022 - PRESENT

Used a variety of 3D software and rendering programs to create high quality textures for environments, characters, objects, and props.

- Worked on new Holiday Classic "Reindeer in Here"
- Currently working on new Paw Patrol spin-off "Rubble & Crew"

STEREO ARTIST • LEGEND 3D • 2017 - 2018

Consistently produced high-level stereo shots in quick and timely manner. Able to break down shots creatively and technically. Recognized as a high productivity achiever.

MERCHANDISER • THE NEWS GROUP • 2014 - 2017

Work independently without supervision stocking, pricing, updating books and related newsprint.

EDUCATION

VISUAL EFFECTS • 2020 • GEORGE BROWN COLLEGE

Collaborated on a Short Film, creating Visual Effects including Matte Paintings, water simulation and integrating 3D models into live footage.

GAME DEVELOPMENT • 2017 • DURHAM COLLEGE

Repeated honors student, worked on and lead many team projects in 3D modeling, texturing and environmental design. Gained valuable experience in digital creativity with 3D tools.

Three year Scholarship recipient, and awarded both Presidents Honour Roll, and Highest Ranking Graduate in my program.

References available on request.



clarkatie.236@gmail.com



(416) 521-5402



[linkedin.com/in/clarkatie](https://www.linkedin.com/in/clarkatie)