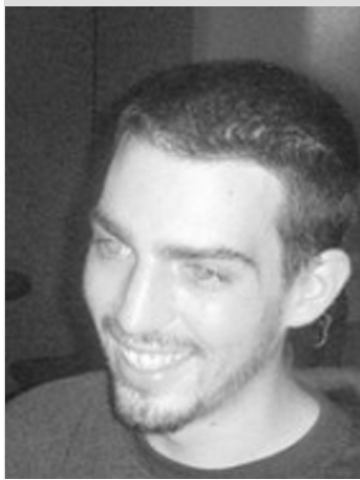


EXPERIENCE



GREGORY
STOFFEL

3d artist generalist since 2006, with a strong interest and focus in modeling and texturing.

Hard working, team player and able to work independently, problem solver and very passionate about my work. i'm looking for interesting and challenging projects where i can extend my knowledge and skills.

I graduated in 2005, with a bachelor in 3d animation and special effect at HEAJ in my home country, Belgium.

After graduating, i left for a year in Australia to strenghten my english skills and meet different culture and people.

I'm currently living in Vietnam, where i started working in 2007, as 3d artist in a post-production house for TVC, corporate video, tv shows...

I'm now working as lead 3d artist at Studio Wa Vietnan and also working from home as a freelance artist for the advertising industry.

LEAD 3D ARTIST

STUDIO WA VIETNAM

Work on full cg corporate video, accident simulation. Assets creation for applications (museum, aquarium...). Clients based in Japan.

2009 - PRESENT

FREELANCE 3D/VFX ARTIST

BLUEYES3D.BE

Generalist artist. Work for Tvc's, corporate video, print architecture...

2006 - PRESENT

3D MANAGER

OFFICIENCE

Follow the production, check the quality of the assets, training of the 3d team, business opportunities.

2008 - 2009

3D ARTIST

FANATIC FILM PRODUCTIONS

3d artist generalist. Worked on the modelling, texturing, animation and compositing for advertising, corporate video, print...using Maya, Zbrush, After effects

2007 - 2008

SKILLS

3dsMax (all aspect), Maya (Modeling, texturing, lighting, rendering), Mudbox, Zbrush, Photoshop, UVlayout, After effects, Particle flow, Fumefx

SOFTWARE

3dsMax and Maya for organic/hard surface modeling. Mudbox, Zbrush for quick concept, organic modeling, fine detailing, normal/displacement map creation.

MODELING

Mudbox and Photoshop for hi-resolution texturing, creation of different passes (diffuse, spec, bump, sss maps...), fixing seams.

TEXTURING

After effects for 2d compositing of different render passes (diffuse, lighting, shadows, AO...), 3d Compositing, color correction.

COMPOSITING

Hard working, team player, able to work independently, problem solver and passionate.

PERSONAL

EDUCATION

BACHELOR : 3D ANIMATION AND SPECIAL EFFECTS

IHAUTE ECOLE ALBERT JACQUARD

Subjects: drawing, sculpture, compositing, animation, modeling, texturing, real-time , compositing

2002 - 2005

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GregoryStoffel