

**Corey Bastiaans**  
**Vancouver, British Columbia**  
**Canada**

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**Objectives**

To consistently provide high quality artwork and meet the needs of the production's timeframe.

**Skills**

Team player  
Leadership and mentoring skills  
Creative Problem Solving  
Adaptable

**Summary**

CG artist who uses observation to develop very realistic imagery.  
Able to derive solutions to difficult problems independent of assistance.  
Ample understanding of the technical aspects of computer animation.  
Excellent eye for modeling objects with great precision. Equal skill creating textures and material properties.

**Computer Graphics Techniques**

Modeling Polygons/Nurbs  
Texturing networks and rendering layers  
Lighting and rendering techniques  
Cloth simulation

**Software Knowledge**

Autodesk Maya  
Adobe Photoshop  
Adobe After Effects  
Adobe Illustrator  
Mudbox/Zbrush  
Ncloth  
Shake

## **Production Experience**

Riverworld, 2009

Modeling, Texturing, Ncloth, Rendering

Dragons of black roc, 2008

Concept Art, Modeling, Texturing, Animation, Ncloth, Dynamics, Rendering

50 Cent Cineractives, 2008

Modeling, Texturing

Flash Gordon, 2008

Modeling, Texturing, Animation, Rendering

Vantage Point, 2007

Modeling, Massive Simulations

Blades of Glory, 2007

Modeling, Massive Simulations

Night at the Museum, 2006

Modeling, Rigging

Masters of Horror, 2005

Modeling, Texturing, Fluid Simulations, Compositing

Caved in, 2005

Modeling, Texturing, Compositing

Atomic Betty, 2004

Technical Direction, Modeling, Animation, Rendering, Particle Effects.

The Italian Job, 2003

Modeling

Hangman's Curse 2003

Tracking and scene creation, lighting

Tornado Watch 2002

Research and development, setting up tornado expressions, creating particle effects.

Prodigy, 2002

Video game concept artwork

The Core 2002  
Animation, research and development

## **Professional experience**

2008 - 2009  
3d Artist, Five VFX  
Vancouver, British Columbia  
Canada

2008  
Modeler, Rainmaker Animation  
Vancouver, British Columbia  
Canada

2007-2008  
3d Artist, Five VFX  
Vancouver, British Columbia  
Canada

2006 – 2007  
3d Artist, Rainmaker Digital Pictures  
Vancouver, British Columbia  
Canada

2005  
3d Artist, Anthem Visual Effects  
Vancouver, British Columbia  
Canada

2005  
3d Artist, Digital Slaves VFX  
Vancouver, British Columbia  
Canada

2003-2004  
3d Lead, Atomic Cartoons  
Vancouver, British Columbia  
Canada

2002 – 2003

3d Artist, Frantic Films  
Winnipeg, Manitoba Canada

## **References**

Bruce Turner  
Visual Effects Supervisor  
Five VFX  
604 831 1777

Salmon Malik  
Modeling Supervisor  
Rainmaker Animation  
778 995 8131