

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

Alias Maya
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Mudbox/Zbrush
Ncloth
Nuke

Production Experience

Smallville Season 10, 2010
Modeling, Texturing, Rendering

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

2011-Present
Senior Maya Generalist, Goldtooth Creative
Vancouver, British Columbia
Canada

2010 – 2011
3d Artist, Entity FX
Vancouver, British Columbia
Canada

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