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Canada

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Objectives

I am skilled at using various software packages to create assets and elements for cg production. I am interested in working closely as a team to get tasks accomplished.

Skills

Team player
Creative Problem Solving
Adaptable

Summary

Able to derive solutions to difficult problems.
Ample understanding of the technical aspects of Visual effects. Thorough knowledge of pipeline steps. Able to work alongside and support other departments of production. Adept at creating textures and material properties while keeping shaders efficient and organized.

Computer Graphics Techniques

Modelling hard surface and environment assets.
Texturing networks and shader development.
Lighting and rendering techniques
Compositing fundamentals.

Software Knowledge

Autodesk Maya
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Zbrush
Mari
Ncloth
Nuke
Vray/Arnold

Production Experience

Various projects, Fuse FX Vancouver

2017

Lighting, Look development

Various projects, Goldtooth Creative

2017

Lighting, Modeling/surfacing

Lemony Snicket's a series of unfortunate events

2016

Lighting, Modeling, Texturing, Shader development,

Timeless Pilot

2016

Lighting, Rendering, Shader development

Clan of the Cave Bear Pilot

2015

Lighting, Rendering, Shader development

Man in the high castle

2015

Lighting, Rendering, Modelling, Texturing

The 100

2015

Lighting, Rendering, Modelling, Texturing

Falling Skies

2014

Modelling, Texturing, Animation, Lighting, Rendering

Goldtooth Creative

2012 - Various Projects

Modelling, Texturing, Lighting, Rendering

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

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

2016 - 2017
Generalist, Goldtooth Creative

Vancouver, British Columbia
Canada

2017
CG Generalist, Fuse FX
Vancouver, British Columbia
Canada

2016 - 2017
Senior CG Generalist, Goldtooth Creative
Vancouver, British Columbia
Canada

2014 - 2016
Generalist, Zoic Studios
Vancouver, British Columbia
Canada

2012 - 2013
Generalist, Lead lighter, 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

2004 -2005

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

2002 – 2003

3d Artist, Frantic Films
Winnipeg, Manitoba Canada

References

Bruce Turner
Producer
Zoic Studios
604 831 1777