

Thomas Moore / 3D Generalist / Compositor / Pipeline TD

moore.thomasj@gmail.com | thomas-moore.net | 312-730-8498

CG Artist with strong technical and traditional skills looking to tell stories and conquer new challenges.

View my [reel](#).

Experience

Freelance CG Generalist and Character Technical Director

Long Winter Studios, SHED Montreal, Calabash Animation - Present

- Lighting, compositing, and animating
- Character and Prop creation; tasks include modeling, texturing, rigging, skin weights, and blendshapes
- Creating Python/MEL scripts and tools to increase productivity and efficiency

Lighter, Compositor, Generalist/Technical Director

Moonbot Studios – Oscar Winning Multimedia Animation Studio -2015 - 2016

- CG Supervisor on *Comfort* fabric softener commercial. Led a small team on asset and set creation, in addition to lighting and compositing the entire spot
- Light and composite film sequences
- Model, texture, and shade assets for use in films and games
- Created expression driven animated grass VFX for *Dolby: Escape*

Senior CG Generalist

Calabash Animation – Boutique Advertising Focused Animation Studio - 2008 - 2015

- Created assets for animated television commercials and web videos for brands such as *Lucky Charms, Trix, McDonald's, Green Giant, Dora the Explorer, Spin Master, and Angry Birds*
- Took shots from creation through finaling; tasks included layout, modeling, texturing, rigging, shading, lighting, simulation, and rendering
- Led look development of environments, characters, and VFX
- Managed a small render farm across Windows, Apple, and Linux systems
- Searched out and created new tools as well as defined pipeline standards and procedures
- Integral team member in transition to full CG from predominantly hand-drawn animated projects

Freelance Illustrator

Self Employed

- I take commissions for portraits and caricatures
- Create multi-layer digital matte paintings
- Created maps and diagrams for *The Beverage Manager's Guide to Wines, Beers and Spirits*

Software

- | | | | |
|------------|---------------------|-----------------|-------------|
| • Maya | • Nuke | • Zbrush | • Photoshop |
| • V-Ray | • Arnold | • Mudbox | • Unity |
| • RedShift | • Substance Painter | • After Effects | • Linux |



Thomas Moore / 3D Generalist / Compositor / Pipeline TD

moore.thomasj@gmail.com | thomas-moore.net | 312-730-8498

Skills

- Lighting and compositing
- Asset creation and look development
- Excellent eye for color and composition
- Team leading and training
- Python, MEL
- Project planning
- XGen for hair grooming and scene population
- Rigging and character setup
- Illustration and figure drawing
- Hair, particle, and fluid simulation
- Portraiture and caricature
- Shot layout and pre-visualization
- Character design
- Windows, Linux, Mac working environments
- Render farm management
- Creative problem solving

Education

Bachelor of Fine Arts

The Illinois Institute of Art – Chicago

Graduated with Honors