

Joshua Rocky Frontino

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Currently living in Palms- Los Angeles, CA 90034

OBJECTIVE

- Texture / Modeling artist positions

SUMMARY

- Highly motivated and dedicated vfx artist
- Strong emphasis in digital set design and environments

COMPUTER SKILLS

- | | | |
|-----------------|---------------------|----------|
| ▪ Maya | ▪ Vray | ▪ Linux |
| ▪ 3D Studio Max | ▪ RenderMan | ▪ Office |
| ▪ Photoshop | ▪ After Effects | |
| ▪ Zbrush | ▪ Unreal Engine | |
| ▪ BodyPaint | ▪ Temerity Pipeline | |
| ▪ Mental Ray | ▪ Windows | |

INDUSTRY-RELATED SKILLS

- | | |
|----------------------------|------------------------------|
| ▪ Texture painting/Shading | ▪ Previsualization |
| ▪ 3D modeling | ▪ Matte/Concept painting |
| ▪ Lighting/Rendering | ▪ Film/commercial/videogames |
| ▪ Set/Environmental Design | ▪ Asset Management |

SOFT SKILLS

- Fluent in Spanish
- Creative Imagination

PROFESSIONAL EXPERIENCE

Asylum visual fx Los Angeles, CA

Present

Texture painter

Sorcerers Apprentice (Feature Film)

U.S Banks-Growth(Commercial)

- *Maya 2009, Photoshop Cs4, BodyPaint*

- Texture painting

The Third Floor Los Angeles, CA

May 2009-Aug 2009

Modeler/Texture artist

Arthur Christmas-Aardman Animation(Feature Film)

Jack The Giant Killer(Feature Film)

Electronic Arts trailer(game cinematic)

- *Maya 2009, Photoshop Cs4*

- Texture painting
- Modeling/asset building
- Building Digital Sets
- Previs

- Naughty Dog,inc** Los Angeles, CA **Feb 2009-Apr 2009**
Texture artist
Uncharted 2 Amongst thieves
 - Maya 2009, Zbrush 3, Photoshop Cs4
 ▪ Texture painting
- The Third Floor** Los Angeles, CA **Sep 2008-Feb 2009**
Previs artist
Kingdom Come (Feature Film)-
Alice in Wonderland (Feature Film)
 - Maya 2009, Photoshop Cs4
 ▪ Texture painting
 ▪ Modeling/asset building
 ▪ previsualization of digital sets
- Treyarch/Activision** Santa Monica, CA **Jun 2008 – Sep 2008**
Texture artist/Modeler
Spiderman-Web of shadows
 - 3d Studio Max, Photoshop Cs3
 ▪ Modeling
 ▪ Texture painting
 ▪ Optimizing assets (AO, LOD, physic/damage, bug fixing)
- Asylum visual fx** Santa Monica, CA **Jan 2008 – Jun 2008**
Texture Artist
The Curious Case of Benjamin Button (Feature Film)
Under Armour-The New Prototype (Super Bowl Commercial)
Blackberry -Life on Blackberry (Commercial)
U.S Bank (Commercial)
Golf Pride (Commercial)
 - Maya, Photoshop Cs3
 ▪ Photo real texture painting
 ▪ RenderMan
 ▪ Painted projections for shots
- Giant Steps Studio** Venice, CA **Nov 2007 – Jan 2008**
Lead Modeler & Texture Artist
Lexus- car commercial / website
T-mobile (Commercial)-@home
 - Maya-Photoshop Cs3, Zbrush3, After Effects
 ▪ Maya rigid / organic surface modeler / Environments
 ▪ Surface and texture work
 ▪ Layout and design of digital set
 ▪ Mental Ray
- Zoic Studios** Culver City, CA **Oct 2007 – Nov 2007**
Texture artist
Need For Speed- Undercover (game cinematic)
 - Maya, PhotoshopCs3
 ▪ Painted textures for background and environmental assets

- Modeled props
- V Ray

Sony (SCEA) San Diego, CA

Aug 2006 - Feb 2007

Lighting & Shading Artist

Lair (game cinematic-PS3)

- *Maya, PhotoshopsCs2*

- Assigned to light scenes and environments
- Rendered in Mental ray
- Created textures and shading networks for props
- Modeled assets
- Prepped textures for facial shading networks
- Cleaned and optimized environments for animation and Temerity (Pipeline)
- Mental Ray

Freelance Artist, Los Angeles, CA

Present

Visual FX Artist

- Texturing
- Modeling
- Lighting
- Previs

EDUCATION

The Art Institute of California, San Diego, CA

June 2006

- Bachelor's Degree in Computer Science Matrix
- Emphasis of Study: Game Art and Design

South Western College, Chula Vista, CA

Jan 2003

- Associate Degree in Business Administration
- Emphasis of Study: Management