

Joshua Rocky Frontino

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Currently living in - Los Angeles, CA 90034

OBJECTIVE

- Texture painting, Modeling

SUMMARY

- Professional texture painter and 3D Modeler with over 4 years of experience working in film, commercials, videogames and previs
- Strong emphasis in photo real texture pipeline using photography and effects

COMPUTER SKILLS

- Mari
- Photoshop CS5
- Zbrush 4
- Maya
- BodyPaint
- After Effects
- Linux
- 3d Unfold
- V-Ray
- Mental Ray

INDUSTRY-RELATED SKILLS

- Texture painting
- 3D modeling
- Previs
- Lighting/Rendering
- UV layout
- Look Development

SOFT SKILLS

- Photography
- Fluent in Spanish

PROFESSIONAL EXPERIENCE

- | | | |
|---|------------------|------------------------------|
| Method Studios
<u>Texture Painter</u>
<i>Canon (commercial)</i>
<i>Verizon Droid (commercial)</i> <ul style="list-style-type: none">▪ Texture painting | Santa Monica, CA | Present |
| Zoic Studios
<u>Texture Painter/3D Modeler</u>
<i>Spyro.Activision (2012)</i> <ul style="list-style-type: none">▪ Texture painting▪ Asset Modeling | Culver City, CA | March 2011 - Present |
| The Third Floor
<u>Senior Asset Builder/look dev artist</u>
<i>The Avengers (2012)</i>
<i>Men in Black 3 (2012)</i>
<i>47 Ronin (2012)</i>
<i>Total Recall (2011)</i> <ul style="list-style-type: none">▪ 3d modeling and texture | Los Angeles, CA | Aug 2010 - March 2011 |

Zoic Studios	Culver City, CA	June 2010 - July 2010
<u>Texture Painter</u>		
<i>Priest (2011)</i>		
<i>Kingdoms of Amalur: Reckoning.E.A</i>		
▪ Texture painting		
ASYLUM Visual Effects	Santa Monica, CA	Aug 2009 - May 2010
<u>Texture Painter</u>		
<i>The Sorcerer's Apprentice (2010)</i>		
<i>Unstoppable (2010)</i>		
<i>Prince of Persia (2010)</i>		
<i>Motorola Droid (commercial)</i>		
<i>Nascar (commercial)</i>		
<i>McDonalds The last airbender (commercial)</i>		
<i>Grainger (commercial)</i>		
▪ Film and commercial projects		
▪ Textured creatures, digital doubles, vehicles, environments and props		
The Third Floor	Los Angeles, CA	April 2009 - Aug 2009
<u>Texture painter/previs artist</u>		
<i>Command and Conquer 4 (game cinematic)</i>		
<i>Jack The Giant Killer (2011)</i>		
<i>Arthur Christmas (2011)</i>		
▪ Textured props and environments		
▪ Layout design		
▪ 3d modeling		
Naughty Dog,inc	Santa Monica, CA	Feb 2009 - April 2009
<u>Texture Painter</u>		
<i>Uncharted 2 amongst thieves (PS3 title)</i>		
▪ Textured backgrounds of environments		
The Third Floor	Los Angeles, CA	Sep 2008 - Jan 2009
<u>3D environment artist/previs artist</u>		
<i>Alice in Wonderland (2010)</i>		
<i>Kingdom Come (2010)</i>		
▪ Textured props and environments		
▪ 3d modeling		
▪ previs		
Treyarch/Activision	Santa Monica, CA	June 2008 - Aug 2008
<u>3D environment artist</u>		
<i>Spiderman Web of shadows (Wii Title)</i>		
▪ Texture painted props		
▪ 3d modeling		

ASYLUM Visual Effects Santa Monica, CA

Jan 2008 - June 2008

Texture Painter

The Curious Case of Benjamin Button (2008)

Under Armour (Super Bowl commercial)

- Film and commercial projects
- Textured digital doubles, boats, and props

Giant Steps Studio Venice, CA

December 2007

Lead Texture Painter/Modeler

Lexus (web commercial)

T-mobile (commercial)

- 3d modeling
- Textured digital sets

Zoic Studios Culver City, CA

Oct 2007- Nov 2007

Texture Painter

Need For Speed- Undercover (game cinematic)

- Textured Props and environment

Sony (SCEA) San Diego, CA

Sep 2006- Feb 2007

Lighting Artist/Texture artist

Lair (PS3 title)

- Assigned to light shots for game cinematic
- Painted texture maps

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

January 2003

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