

GEOFF GEIS

3D ENVIRONMENTAL ARTIST

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TARGET

TO CONTRIBUTE MY SKILL SET AND EXPERIENCE IN DESIGNING IMMERSIVE ENVIRONMENTS FOR BOTH FILM AND GAMES.

SOFTWARE EXPERIENCE

EXPERIENCED IN:	FAMILIAR WITH:	OS PLATFORMS:
MAYA MENTAL RAY V-RAY FOR MAYA PHOTOSHOP AFTER EFFECTS HEADUS UV LAYOUT P4 NETWORK	3DS MAX VUE 6 INFINITIE UNREAL EDITOR 2 SANDBOX EDITOR 2 MOTION BUILDER MATCH MOVER	PC WINDOWS XP MAC OSX

SKILL SET

COMPOSING CONCEPT ART
MODELING ARCHITECTURAL MESHES
MODIFYING SHADERS FOR SET SURFACES
PREPPING LIGHTING FOR REQUIRED RENDER ENGINE
MINDFUL WORK CATERED TO PIPELINE NEEDS ABOVE AND BELOW ME

PIPELINE EXPERIENCE

(SCHOOL PROJECTS) 2006 - 2008

ALIENS COLONY COMPLEX MAP

COMPOSED A FULL ASSAULT MISSION MAP FOR UNREAL 2 BASED ON COLONY COMPLEX FROM THE MOVIE "ALIENS".

CONCEPTED, DESIGNED AND RIGGED A HUMANOID SCAVENGER CHARACTER FROM MY OWN FICTIONAL UNIVERSE

CONCEPTED AND DESIGNED SETS RANGING FROM CITYSCAPES, CORRIDORS AND FORESTS

PREVIOUS EMPLOYMENT

2008

**TRION WORLD NETWORK
JR ENVIRONMENT MODELER**

2008

**INTERNSHIP WITH INSIGHT DIGITAL WORKING ON BASE MESHES FOR FULL-DOME
FEATURE FILM "MAYA SKIES"**

2001-2004

**SERVED WITH 1ST MARINES 3RD BATTALION
PARTICIPATED IN ONE WESTPAC DEPLOYMENT AND A 6 MONTH TOUR OF DUTY IN
IRAQ.**

EDUCATION

**EX'PRESSION COLLEGE FOR DIGITAL ARTS, EMERYVILLE CA
B.A.S. ANIMATION AND VISUAL EFFECTS
GRADUATION DATE: FEB 2008**

REFERENCES AVAILABLE UPON REQUEST