

LEONARD DILL

Torrance, CA

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SUMMARY

High level of expertise as a Senior 3D Artist in both animation and game development. Specializing in characters, with strengths in environments and props. Skills also include: Leadership, communication, and research. Currently working on the upcoming animation series: Teenage Mutant Ninja Turtles.

TECHNICAL SKILLS

Software: Maya, zBrush, Mudbox, 3D Studio Max, Photoshop, Illustrator, Painter, After Effects, Sony Vegas, Dreamweaver, Flash

PROFESSIONAL EXPERIENCE

NICKELODEON ANIMATION STUDIOS, Burbank, CA 2011-Current

Digital Character Modeler

Teenage Mutant Ninja Turtles

- Built and refined highly detailed character models in Maya for production.
- Sculpted wide varieties of blendshapes for main and secondary characters.

SODA POP MINIATURES, 2010-2011

Digital Maquette Modeler

- Created high resolution models in zBrush to be printed in 3D, then casted as 34mm collectible miniatures.

ACTIVISION/BLIZZARD - SEVEN STUDIOS, INC, Los Angeles, CA 2005 – 2009

3D Artist

- Developed cartoony style for Six Flags Fun Park. Taught peers how to replicate look in 3D. Techniques were later used for Space Camp.
- Managed junior prop artist for Space Camp.
- Developed 8 different titles, 5 of which have shipped:

Sopranos: Road to Respect (7 Studios, Inc., THQ/HBO) – PS2

- Modeled background characters.
- Created lipsync morph targets for interactive characters.

Fantastic Four 2: Rise of the Silver Surfer (7 Studios, Inc., Take-Two Interactive) - DS

- Created tile-based sprite environments and characters.

Shrek The Third (7 Studios, Inc., Activision) - X360

- Created next-gen environments based off movie screenshots and concepts.

Six Flags Fun Park (7 Studios, Inc., Ubisoft) - Wii

- Concepted game's visual style in 3D and created art pipeline for characters, environments, and props.
- Modeled interactible main characters and decorator sets for non-interactible characters.

Nine (7 Studios, Inc., Brash Entertainment) - X360 / PS3 **Unreleased Title

- Created next-gen environments and props based off movie screenshots and concepts.

Space Camp (7 Studios, Inc., Activision) - Wii

- Modeled 80% of the environment, including props. Environments include: Space Camp on Earth, Rocket Room and Launch Pad, the Moon Surface and 5 Unique Habitats.
- Managed a junior prop artist.

Scratch - The Ultimate DJ (7 Studios, Inc., Genius/Numark) - X360 / PS3 **Unreleased Title

- Modeled Crowd Dancers.
- Animated and implemented cameras using engine proprietary tools.

Untitled Music Game (7 Studios, Inc., Activision) - X360 / PS3 **Unreleased Title

- Illustrated concepts for characters and venues. Collaborated with art department and established game's visual style.
- Prototyped gameplay ideas, presenting them to leads.
- Modeled Crowd Dancers. Modeled Decorator clothing.

EDUCATION

B.A., Game Art and Design, Art Institute of California - Los Angeles