

LEONARD DILL

Torrance, CA

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SUMMARY

A detail-oriented Senior 3D Artist with experience in both animation and game development. Additional skills include leadership, communication, research and time management.

TECHNICAL SKILLS

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

PROFESSIONAL EXPERIENCE

NICKELODEON ANIMATION STUDIOS, Burbank, CA 2011-2018

Character Modeler

Hamster Hotel

- Modeled and refined existing characters to new standards.

Lucky

- Modeled characters with high attention to topology for animation in Maya.

Teenage Mutant Ninja Turtles

- Helped manage and train junior artists.
- Sculpted and refined highly detailed character models in zBrush for production.
- UV'd characters to specifications for unique texturing pipeline.
- 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.
- Cleaned and refined models from outsourced modelers.

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

3D Artist

- Managed junior artists.
- Developed on 8 different titles, 5 of which have shipped.
- Pre-visualization for future projects.
- Hand painted textures for low poly characters and environments.

EDUCATION

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