

LEONARD DILL

Torrance, CA

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SUMMARY

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

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 2011-2017

Character Modeler

Teenage Mutant Ninja Turtles

- Sculpted and refined highly detailed character models in zBrush for production.
- Modeled characters with high attention to topology for animation in Maya.
- UV'd characters to specifications for our 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

- Developed on 8 different titles, 5 of which have shipped.
- Pre-visualization for future projects.
- Sculpted high resolution models, later retopologizing them to be optimal for games.
- Hand painted textures for low poly characters and environments.
- Managed junior artists.

EDUCATION

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