

GRANT MOORE, BIT

3D TECHNICAL ARTIST

GET IN TOUCH:



Website
www.grantmoore3d.com



Mobile
613 . 324 . 1180



Email
mail@grantmoore3d.com

+ EMPLOYMENT

- **3D & INTERACTIVE MEDIA** | 2009 - current
Shameless Plug Media (freelance)
I started this company to produce animation & interactive media as a freelancer. Along side service projects for my clients I am working towards developing an indie game that I hope to release under this brand.
- **3D INSTRUCTOR** | September 2011
Odawa Native Friendship Center - IIMMP
Taught Aboriginal youth 3D animation using Maya as part of a multimedia portfolio development program aimed at helping them attend College & University.
- **3D ARTIST** | Q2 2010
Rullingnet
Working on a mobile game for children, I created a variety of human & animal animation cycles. Prepared & rigged characters, modelled/UV'd environment assets.
- **ANIMATION & VIDEO PRODUCTION** | Q4 2009 - Q1 2010
UCreateMedia
As part of an entrepreneurial training program, I mentored under UCreateMedia's owners while producing animated video content to market their startup properties.
- **CHARACTER PIPELINE** | Q2 2009 - Q1 2010
Carleton Research
Developing the workflow for creating and integrating avatars into a prototype collaborative virtual environment, using motion capture data as scriptable events.
- **MULTIMEDIA ARTIST** | Summer 2009
Carleton BIT Office
Created various multimedia elements (web, video, animation, print) for BIT events and recruitment / program promotional purposes.
- **3D CHARACTER & ENVIRONMENT ARTIST** | Summer 2008
Nortel
COOP placement, creating avatars and environment assets for a game-like virtual collaboration tool.
- **3D ARTIST / GAME SCRIPTING** | Summer 2007
Carleton Research
Created a historically accurate virtual environment for museum exhibit. Primarily responsible for accurate environment assets and scripting events.

+ EDUCATION

- 2009 | **BIT - INTERACTIVE MULTIMEDIA DESIGN**
Carleton University & Algonquin College
www.bitdegree.ca

Math & theory of 3D CG, art creation & animation, design principles / art theory, programming / scripting for games & interactive applications, project planning / management / documentation.

+ RELATED EXPERIENCE

SOFTWARE

ZBrush
Autodesk Maya
After Effects
Vicon IQ
Boujou
Photoshop
Sound Booth
Dreamweaver
Flash

PROGRAMMING

MEL Script / Python
C, C#, C++
HTML, CSS, PHP, MySQL
JavaScript / JQuery

OPERATING SYSTEMS

Windows XP, Vista, 7
Windows Server 2008
Ubuntu 11.04

GAME ENGINES

UDK / Unreal
Unity3D
XNA

MISCELLANEOUS

Stereoscopic 3D
Motion Capture
Render Farm Management
IT Experience (CCNA)
Computer Hardware
Digital Photography
Business / Entrepreneur
CGTalk Forum Member

PLUGINS

The Setup Machine
Shave & Haircut
Roadkill UV Mapper

+ ABOUT ME

I'm a geek, through and through. At a young age I watched a behind the scenes TV spot for the show "Reboot", it was at that moment that I realized I could combine my love of technology and creativity. Since then, I've been spending time teaching myself everything about digital animation, from the hardware driving the technology to the artistic theory behind the image.

My greatest joy is being challenged creatively & technically.

+ WORKSHOPS

- 2011 | VanArts | Pixar Artist's Masterclass
- 2010 | CGSociety | Advanced Photorealism with Mental Ray
- 2010 | CGSociety | Becoming a Better Artist
- 2009 | CGSociety | ZBrush Sculpting Digital Characters