

# PAUL M. SMITH

3D Digital Artist | Motion Capture Technician | Forensic Animator

## OBJECTIVE

As a video game designer and artist, my goal is to bring my artistic, technical, and managerial skills of production to a unique cutting edge entertainment. I have 20 years' experience of all major aspects of development, implementation, and project management for PC and console games.

## EXPERIENCE

- |  |                                |                            |
|--|--------------------------------|----------------------------|
| <b>2018 – Present</b><br><b>Consultant / 3D Digital Artist</b>   | <b>Mobile Motion</b>           | <b>Burbank, CA</b>         |
| <ul style="list-style-type: none"><li>• Provide technical support on game and animation production pipelines.</li></ul>  |                                |                            |
| <b>2016 – 2018</b><br><b>3D Forensic Artist</b>  | <b>Bowley Consulting, Inc.</b> | <b>Sunnyvale, CA</b>       |
| <ul style="list-style-type: none"><li>• Creation of technically accurate forensic crime scene animations using supplied biometric data, motion capture data, and custom 3D animation of characters and hard surface objects to be implemented in a 3D environment with point cloud data.</li></ul>   |                                |                            |
| <b>2015 – 2016</b><br><b>Post Production Supervisor</b>  | <b>Blast Radius, LLC.</b>      | <b>Los Angeles, CA</b>     |
| <ul style="list-style-type: none"><li>• Motion Capture Technician and developing post production methods.</li></ul>  |                                |                            |
| <b>2006 – 2014</b><br><b>Co-Owner / Post Production Supervisor / Motion Capture Technician</b>   | <b>Containment Field, LLC.</b> | <b>North Hollywood, CA</b> |
| <ul style="list-style-type: none"><li>• Motion Capture Director, mocap data cleanup, and rigged 3D character models for a PS3 game "Pok Ta Pok" scheduled to be released 2013.</li><li>• Motion Capture Technician and mocap data cleanup for "The Black Eyed Peas Experience".</li></ul>  |                                |                            |
| <b>2002 – 2010</b><br><b>President / Co-Owner</b>  | <b>Harbinger Media, Inc.</b>   | <b>Toluca Lake, CA</b>     |
| <ul style="list-style-type: none"><li>• Post-Production Supervisor, VFX, lighting, and 3D environment modeling for a short comedy film "Jenny's Gotta Boob Job".</li><li>• Post-Production Consultant for a "Swarovski Crystal Experience" in Japan.</li><li>• Production Coordinator for "The Movie Nation Festivals" in Las Vegas, Nevada.</li></ul> |                                |                            |
| <b>2003 – 2009</b><br><b>Consultant / 3D Digital Artist</b>  | <b>Shapely Shadow, Inc.</b>    | <b>Los Angeles, CA</b>     |
| <ul style="list-style-type: none"><li>• Create 3D mannequin models that meet specific shape and measurements needed in the garment industry for producing reliable symmetrical dress forms.</li></ul>  |                                |                            |
| <b>2002 – 2009</b><br><b>Consultant / 3D Digital Artist</b>  | <b>Thunderhorn Gameworks</b>   | <b>Burbank, CA</b>         |
| <ul style="list-style-type: none"><li>• Art direction and pre-production art for "Redball 6" and "The Goon".</li><li>• Created an E3 PS2 game demo for "Foolish Gold".</li></ul>   |                                |                            |
| <b>2003 – 2006</b><br><b>Consultant</b>  | <b>RBB Architecture, Inc.</b>  | <b>Los Angeles, CA</b>     |
| <ul style="list-style-type: none"><li>• Provide technical support on creating architectural renderings and visualizations.</li></ul>   |                                |                            |
| <b>February 2006 – May 2006</b><br><b>3D Freelance Artist</b>  | <b>Naked Sky Entertainment</b> | <b>Los Angeles, CA</b>     |
| <ul style="list-style-type: none"><li>• VFX, lighting, and 3D modeling for an Xbox 360 online arcade game "Robo Blitz".</li></ul>  |                                |                            |

