

PAUL M. SMITH

3D Digital Artist | Motion Capture Technician | 3D Forensic Artist

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 25 years' experience of all major aspects of development, implementation, and project management for PC and console games.

EXPERIENCE

- | | | |
|---|--------------------------|---------------------|
| 2016 – Present | Bowley Inc. | Sunnyvale, CA |
| 3D Forensic Artist / Motion Capture Consultant | | |
| <ul style="list-style-type: none">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. | | |
| 2016 – Present | Containment Field Studio | Las Vegas, NV |
| LA Inertial Wireless Mocap Director / Post Production Supervisor | | |
| <ul style="list-style-type: none">Technical support and training on game and animation production pipelines.Create custom pipeline workflow techniques and guidelines.On-line training coordinator using the Xsens inertial wireless software and hardware to capture performance motion data for the entertainment industry. | | |
| 07/18 – 08/21 | Mobile Motion Mocap | Burbank, CA |
| Consultant / Inertial Wireless Motion Capture Technician and Clean-up Artist / 3D Character Rigger | | |
| <ul style="list-style-type: none">Mocap data clean-up artist, full body and facial 3D character skeleton rig creation, character retargeting using Unreal Engine 4, and technical support and training on game and animation production pipelines for the entertainment industry.<u>Credits:</u> ARDys: A Radio Disney Music Celebration, Snap Star Music Video, Vampirina Interactive Web Blog, and Ghostbusters. | | |
| 2011 – 2016 | Blast Radius Consulting. | Los Angeles, CA |
| Visual FX Supervisor / 3D Digital Artist / Motion Capture Technician / 3D Forensic Artist | | |
| <ul style="list-style-type: none">Technical support on game and animation production pipelines industry.California Department of Transportation 3D forensic re-creation animations.Motion Capture Technician and mocap data cleanup for “The Walking Dead Slot Machine” and “Take A Seat” 2019 narrative-adventure game. | | |
| 2006 – 2014 | Containment Field, Inc. | North Hollywood, CA |
| Co-Owner / Post Production Supervisor / Motion Capture Specialist | | |
| <ul style="list-style-type: none">Motion Capture Director, mocap data cleanup, and rigged 3D character models for a PS3 game “Pok Ta Pok” scheduled to be released 2013.Motion Capture Technician and mocap data cleanup for “The Black Eyed Peas Experience”.On-line training coordinator using the Xsens inertial wireless software and hardware to capture performance motion data for the entertainment industry. | | |
| 2002 – 2010 | Harbinger Media, Inc. | Toluca Lake, CA |
| Co-Owner / Post Production Supervisor | | |
| <ul style="list-style-type: none">Post-Production Supervisor, VFX, lighting, and 3D environment modeling for a short comedy film “Jenny’s Gotta Boob Job”.Post-Production Consultant for a “Swarovski Crystal Experience” prototype for Japan.Production Coordinator for “The Movie Nation Festivals” in Las Vegas, Nevada. | | |

- 2003 – 2009 Shapely Shadow, Inc. Los Angeles, CA
 3D Digital Sculpt Artist
- Create 3D mannequin models that meet specific shape and measurements needed in the garment industry for producing reliable symmetrical dress forms.
 - Fabrications: Chico's, GAP, Federated, Avon, Fashion Bug, Pac Sun, Koos MFG, Victoria Secret, Club Monaco, Cato, Belks, and TC2.
- 2002 – 2009 Thunderhorn Gameworks Burbank, CA
 Consultant / 3D Digital Artist
- Art direction and pre-production art for "Redball 6" and "The Goon".
 - Created an E3 PS2 game demo for "Foolish Gold".
- 2003 – 2006 RBB Architecture, Inc. Los Angeles, CA
 Consultant
- Provide technical support on creating architectural renderings and visualizations.
- February 2006 – May 2006 Naked Sky Entertainment Los Angeles, CA
 3D Freelance Artist
- VFX, lighting, and 3D modeling for an Xbox 360 online arcade game "Robo Blitz".
- May 2002 Digital Dimension Burbank, CA
 3D Freelance Artist
- Environment models for "Snow Cross 2002" a Playstation 2 in game cinematic.
- 1998 – 2002 Tremor Entertainment, Inc. Burbank, CA
 Co-Founder / Art Director
- Managed production pipeline, project scheduling, hiring and training staff, company marketing materials, and quality assurance of all art assets.
 - Console: Railroad Tycoon II, Sega Swirl, Kiss Psycho Circus - (Dreamcast) | Railroad Tycoon II (Playstation Port) - Modeling, lighting, and special effects.
 - Publication: Rig/pose 3D character for a 3-part Wildstorm Productions' Superman comic.
- 1996 – 1998 Gigawatt Studios Hollywood, CA
 3D Modeler / Animator
- Main Attraction: Mighty Ducks Pinball Slam (Disney Quest main attraction ride in Disney World Orlando, Florida) – All digital art creation and animations.
 - Console: Men in Black, Pinky and the Brain (PC Games) – Environmental modeling, texturing, animation, and special effects.
- 1995 – 1996 3fx Conshohocken, PA
 3D Modeler / Animator
- 3D instructional medical videos for the video broadcast industry.

SOFTWARE

- 3D – 3dsMax, Maya, Zbrush, xNormal, Headus UVlayout, Topogun, Quixel Mixer, Substance Painter, 3D Coat, Marmoset Toolbag 3, Akeytsu
- Game Engine – Unreal Engine 4 & 5
- Motion Capture – MVN Studio, Perception Neuron 3, Rokoko, Motion Builder
- 2D – Photoshop, Illustrator
- Compositing/Editing – After Effects, Matchmover

EDUCATION

- | | | |
|-------------|---|----------------------------------|
| 1993 – 1995 | William Patterson University | Patterson, NJ |
| | <ul style="list-style-type: none">• B.F.A., Computer Animation & M.A., Computer Animation | |
| 1991 – 1992 | Bucks County Community College | Bucks County, PA |
| | <ul style="list-style-type: none">• A.S., Computer Animation. | |

REFERENCES AVAILABLE ON REQUEST