

Wojciech R. Wojtulewicz USA / EU

3D Animator | Compositing Artist

405 West 149th Street, New York, NY 10031

Phone: (425) 286-4559 Email: wojtek@arrows3d.com

Portfolio: www.arrows3d.com

Skills

Animation
Technical Direction
Compositing
Modeling
Mental Ray

Tools

	Professional Use	Known	Skill (of 10)
Softimage 3D / Softimage XSI / Softimage 2010	76 months	11 years	+ + + + + + + + + +
Shake / Combustion / AE / Photoshop	66 months	7 years	+ + + + + + + + + +
Maya 2010 / Maya 8 / Zbrush	23 months	4 years	+ + + + + + + + + +

Employment History

Title: **3D Imaging Artist** 7.2009 – present
Company: **Cline Davis & Mann**

Responsibilities included: creating polygon models; creating shaders / textures; rigging; lighting; high-resolution rendering; compositing, and project management. Software: Maya 2010, Softimage 2010, Photoshop

Projects: • **Pfizer Lyrica** • **Novartis Debio** • **Baer Xarelto** • **Amgen Amgiva**
• **3D elements for clinedavis.com site**

Title: **3D Generalist** 1.2008 – 10.2008
Company: **CCG Metamedia**

Responsibilities included: creating polygon models; creating shaders ; texturing; rigging; simulation; animation; lighting; compositing, and project management. Software: Softimage XSI, After Effects, Photoshop

Projects: • **Merck Cordaptive** • **B-M Squibb Reytaz** • **Bridion Suggamadex**
• **Shire Vyvance** • **Hospital My-call** • **Novartis Tyzeka**

Title: **3D Generalist** 3.2005 – 6.2006
Company: **TPS Film Studio**

Responsibilities included modeling; product replacement; lighting; animating; creating shaders/textures; masking; rendering; rotoscoping; tracking; and compositing. Software: Softimage XSI, Shake, Combustion, After Effects

Projects: • **Always** • **Centrum** • **Citibank** • **Cosmopolitan** • **Gillette**
• **Naturella** • **Pantene 1,2,3** • **Vegetta** • **Commercial Union** • **Computer World**
• **Shamtu** • **TVP2 Soccer** • **Effie Awards** • **Lays**

Title: **3D | Compositing Artist** 8.1999 – present
Company: **Freelance**

Responsibilities include creating polygon models, texturing polygonal surfaces; lighting; rigging; animating; crating shaders/textures; and compositing. Software: Softimage XSI, Shake, Combustion, After Effects

Projects: • **Londa** • **Unilever** • **Bigfoot Barrel Crusher** • **5th Wheel Jack**

Education

B.A. Digital Arts - Henry Cogswell College (2001)

