

AJ CREEK

3D ARTIST/RIGGER

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1839 W 470 S · Provo, UT 84601

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|-----------------------------------|---------------------------------|-------------------------------------|
| ✓ Conceptualization & Development | ✓ Modelling & Mapping | ✓ Lighting, Rendering & Compositing |
| ✓ Multitasking & Time Management | ✓ Communication & Collaboration | ✓ Project Management |
| ✓ Client Service & Satisfaction | ✓ Staff Training & Leadership | ✓ Problem Resolution |

Award winning, results oriented and goal focused 3D Animation Specialist with extensive experience in multi-platform content creation, including film and gaming. An outstanding communicator with exceptional multitasking and problem solving skills, capable of accurately assessing project needs and implementing creative and innovative solution to ensure quality results are delivered in a timely manner. **Areas of Expertise include:**

Technical Expertise includes: Maya 2011 & up, ZBrush, Nuke, Photoshop, MotionBuilder, Unity, VBS 3, Oxygen 2

EXPERIENCE & NOTABLE CONTRIBUTIONS

METAPIPE · Provo, UT · 2016 - Present

VP OF OPERATIONS

In charge of all aspects of the company's day to day operations, including:

- Project Management and Production timelines.
- Managing Company Payroll, Health Benefits, Billing and Bookkeeping, Taxes, Certificates and Licenses, etc.
- Producing and overseeing all social media, public outreach, networking, newsletter campaigns, and announcements.

FUTURE HOUSE STUDIOS · Provo, UT · 2016

3D ARTIST

Oversaw a wide range of conceptualization and development duties, including: modeling and rigging, UV mapping, textures, fur, lighting, rendering, compositing, file and pipeline documentation for numerous client projects.

- Collaborate effectively with cross-functional team members, including project managers, engineers, and peers.
- Consistently delivered quality work in a timely manner, successfully meeting all specifications and deadlines.

STEREO D · Toronto, ON · 2015

3D DEPTH ARTIST

Successfully created and sculpted depth maps for utilization in conversion of 2D film images into 3D stereoscopic files, consistently delivering quality work in a timely manner.

- Primarily utilized Nuke and proprietary software tools, and received training in rotoscoping and compositing.

BYU CENTER FOR TEACHING & LEARNING (CTL) · Provo, UT · 2013 - 2014

3D GENERALIST

Managed production of critical 3D teaching aids for professors and programs, with responsibilities including all aspects of a Maya-centric pipeline, file organization/cleanup, modeling, shading and texturing, set dressing, animation, lighting, rendering, and compositing.

EDUCATION & TRAINING

Bachelor of Fine Arts, Animation

BRIGHAM YOUNG UNIVERSITY | Provo, UT | 2014

3D Character Program, ANIMSCHOOL, 2016

VBS 3 Rigging and Import Certification Course

Bohemia Interactive Simulations, 2016

NOTABLE PROJECTS

OWNED · 2014

MODELING TECHNICAL ASSISTANT/RIGGER

Maintained responsibility for design of production assets, modeling and rigging of key assets and characters. Oversaw animation and motion capture and traditional 3D sequences, and rendering of final scenes.

- **First film in the 41-year history of the program to win 1st place in both 2014 Student Academy Award & 2014 College Television Award.**
- Trained and mentored students on multiple aspects of film production.