

PETER WAGNER

DIGITAL MODELER - <http://petecw.com>

Contact

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Objective

To obtain a position as a digital modeler that will provide an opportunity to utilize my current modeling skill set and will offer new, challenging experiences that allow me to grow as a modeler and an artist.

Summary of Qualifications

- Animation-ready character modeling;
- Environment and prop modeling;
- Efficient UV unwrapping;
- Polygon and sub-d modeling;
- A keen eye for detail;
- Strong sense of form, scale and proportion;
- Excellent understanding of anatomy;
- A full working knowledge Maya and ZBrush;

Software Skills

Autodesk Maya, Pixologic ZBrush, Headus UVLayout, Adobe Photoshop, Mac and Windows OS

Relevant Experience

Freelance

Digital Modeler on Harmondale Awakening (TV Show)

September 2010 to Present

- Responsible for high resolution model of the Thesalonian flag ship and Silas character;
- Contributed high resolution models of various ship interiors;
- Collaborated on high resolution models of miscellaneous crew;

Freelance

Digital Modeler on Blackhole: Centurion (Game – PC)

January to August, 2010

- Collaborated on concepts and look development of the Karaedian Swarm creatures;
- Worked on high and low resolution models for various Karaedian Swarm creatures and ships.;

Long Realty Companies

Motion Graphics Artist and Internet Specialist

August 2007 to Present

- 3D model of company logo;
- 2D and 3D animations on all projects;
- Video editing, compositing, visual effects on all projects;

Education

10/2010 to 12/2010	ZBrush Certification ZBrushWorkshop with Ryan Kingslien
07/2010 to 09/2010	Polygon Modeling 2 Gnomon School of Visual Effects
04/2010 to 06/2010	Polygon Modeling 1 Gnomon School of Visual Effects
2006 to 2009	Bachelors of Art in Animation Westwood College, Graduated Magnum Cum-Laude
1998 to 2000	Associates in Culinary Science and Restaurant Management Scottsdale Culinary Institute – Le Cordon Bleu

References available upon request