

JUSTIN T. LEWERS

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OBJECTIVE

I would like to work a senior artist where I can contribute my vision to a team utilizing my trouble shooting skills, creativity and artistic eye. I am detail oriented and work well under pressure. I enjoy working on teams where I can learn and share artistic technique and inspiration.

EDUCATION

Aug 2002 – June 2005

Art Institute of Phoenix

Phoenix, AZ

Bachelor of Arts in Animation

- Earned “Best in Show” award, Graduation June 2005

PROFESSIONAL EXPERIENCE

July 2010 -Present

Psyop

Venice, CA

Zbrush and Texture artist

- Worked on Nissan Juke Series. Created texture maps and UVs for the Dread robot. Modeled and textured high res ground for the robot smash. Modeling, texturing, and layout mountain environment for high res close-up and background set pieces.
- X box Fable 3. Detailed zbrush pass and texture pass for game assets for mental ray render. I created characters based on directors notes, created character expressions and blend shapes.

April 2010- July 2010

CIS Hollywood

Hollywood, CA

Modeler and Texture Artist

- Textures and UVs for invading convoy of military vehicles. Modeled Semi Truck for convoy. Modeled and textured digital doubles for the cast of main characters. Modeled Helicopter upper half to match matte painting. Created a scorched forest set extension.

February 2010- April 2010

Proof

Los Angeles, CA

Modeler/ Maya generalist

- Previs artist on the Fast and the Furious5.
- Modeled environments, assets, vehicles and sets for the train heist sequence and with some light rigging.

June 2006 – January 2010

Pandemic Studios – Electronic Arts

Los Angeles, CA

Artist

- Responsible for modeling, texturing and maintaining many assets and shaders as well as shader mastering for common materials for 2009 Saboteur.
- Created level layout, textures, and assets for 3 missions. Helped design art guides and enemy placement.
- Created prop set texture pages that pioneered the method for texturing adopted though out the game.
- Modeled and helped design several destructible set pieces.
- Modeled character head variations sets for enemies and civilian males and females.

January 2010- February 2010 **Pixomondo** **Santa Monica, CA**

Character Artist (worked off-site)

- Modeled the character Gwen's head and created blend shapes for digital makeup for the last sequence of Nightmare on Elm St. Responsible for the burn away effect from muscle tissue down to bone.

June 2008 – June 2009 **I.E. Effects** **Culver City, CA**

Character Modeler and Concept Artist (worked off-site)

- Worked on Several movies and ride projects.
- Helped design and model the monster protagonist for the Sam Ramie's film Drag Me to Hell.
- Painted concept and modeled grizzled hulking Viking for a movie pitch.

January 2008 – June 2008 **Reality Check Studios** **Hollywood, CA**

Character Modeler (worked off-site)

- Created character thugs to be used for the 3d "Batman" ride at Six Flags.

October 2006- August 2007 **Walt Disney Imagineering** **Hollywood, CA**

Animator and Concept artist (worked off-site)

- Created concept animations for a post ride show "BodyBuilder: at Epcot"
- Assisted with concept of post ride attraction "CityBuilder: at Epcot"
- Responsible for developing the look of the graphics, UI and animation

January 2006 – December 2006 **So Cal Prop Shop** **Torrance, CA**

Supervising 3d Max Modeler and Artist

- Integrated 3D Nascar models into prototypes for laser etchings in glass.
- Supervised the modeling and created multiple variations that were printed overseas.
- Created animations and models for architectural mock ups for a childcare wing in a local hospital.

March 2006 – June 2006 **Full Metal Jacket** **Glendale, CA**

3d Max Generalist

- Visual set modeling, lighting, camera animation, V-ray rendering and real-time shaders.

June 2005 – January 2006 **Red Gypsy (now called Xpletive)** **Glendale, CA**

Character and Texture Artist

- Sole production artist for final 10 episodes of Monster House, TV series Animation and modeling texturing and design.
- Texture Artists for Monster Garage, TV series
- Texture Artist Matte Painter and Character Modeler for Sahara
- Character Modeler for Designing Blind and Desert Life Cycle Theater.
- Sculpted a model from the shroud of Turin using zbrush 2. I was filmed and making the Recreation and it debuted on the History channel.

SKILLS

- Zbrush (4 years experience)
- 3D Max (8 years experience)
- Maya (11 years experience)
- XSI (4 years)
- PhotoShop(12 years)
- Drawing
- Sculpting
- Painting
- Ping Pong