

Justin Lewers

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🌐 <http://www.justinlewers.com>

🌐 <http://justinlewers.blogspot.com>

SUMMARY

My objective is to work as an artist where I can contribute my vision to a team utilizing my trouble shooting skills, creativity, and artistic eye. I am detail oriented, work well under pressure. I enjoy working on teams where I am constantly learning and am being challenged artistically.

SPECIALTIES

3d modeling/sculpting, texturing, shading, and conceptual design.

SKILLS

- Texturing
- Concept Design
- Character
- Photoshop
- 3D Studio Max
- Character Animation
- Look Development
- Digital Sculpting
- Maya
- Shading
- Zbrush
- Modeling
- maya
- XSI
- Video Games
- Game Design
- Hard Surface Modeling

EXPERIENCE

Psyop

04 / 2013 - Present

character modeler

jack Daniels honey bee, jolly rancher, etc.... pitch prop, and production models at break neck commercial speeds. Its fun@ psyop!

Lewers Studio, Inc

06 / 2010 - Present

President

character artist, generalist, and designer for games, vfx, and cartoon animation.

Proof Inc

01 / 2013 - 02 / 2013

Zbrush Character Artist

Marvels next hero team up Guardians of the Galaxy characters. Its going to be Awesome!

Pixomondo

02 / 2011 - 10 / 2012

character artist/ generalist

Terra Nova, Hugo, Snow White and the Huntsmen, Hunger Games, Game of thrones, Green Lantern, and more. Resposiblitys, modeler, texture artist, vray look dev, concept artist.

Psyop

07 / 2010 - 03 / 2011

Zbrush Artist

Zbrush character modeler on a xbox Fable 3 comercial. I was a texture artist, layout, and environmental modeler on 3 Nissan Juke commercials.

CIS Hollywood 04 / 2010 - 07 / 2010
modeler and texture artist
post production movie art

proof 02 / 2010 - 04 / 2010
Modeler
Previs artist on the newest fast and the furious. I modeled environments, and vehicles with various other generalist tasks.

Pixomondo 01 / 2010 - 02 / 2010
character artist
Chararacter artist modeling post vfx for “nightmare on elm st”

I.E. Effects 06 / 2008 - 2009
character modeler and concept artist
Ive worked on several movie and ride projects with I.E.Effects. Notably I help design and modeled the monster protagonist for the Sam Ramie film “Drag Me Into Hell”.

pandemic 07 / 2006 - 11 / 2009
artist
I was responsible for modeling, texturing and maintaining assets and shaders for 2009 Saboteur. I did some level layout, rigging, animation as well.

Pandemic Studios - Electronic Arts 2006 - 2009
artist
I was responsible for modeling, texturing and maintaining assets and shaders for 2009 Saboteur. I did some level layout, rigging, animation as well.

Reality Check Studios 2008 - 2008
character modeler
I created character models to be used for the 3d batman ride at Six Flags.

Walt Disney Imagineering 10 / 2006 - 08 / 2007
Animator and Concept Artist
I was contracted to concept animations for a post ride show called “BodyBuilder: at Epcot. Later I was contracted to help concept another post ride attraction called “CityBuilder”. I was responsible for developing the look of the graphics, UI, and Animation.

sol cal production source 2006 - 2006
Supervising Modeler
I worked to integrate 3d Nascar models into prototypes used for laser etchings in glass. I supervised the modeling and created multiple variations that were printed overseas. I also created animations and models for architectural mock ups for a childcare wing in a local

hospital. Artist and 3dmax model supervisor

full mental jacket

03 / 2006 - 06 / 2006

3d max generalist

virtual set modeling, lighting, camera animation, v ray rendering, realtime shaders

Red Gypsy

06 / 2005 - 01 / 2006

Texture and Character Artist

At Red Gypsy now called (Xpletive) I was • Sole production artist for final 10 episodes of Monster House, TV series • Texture Artists for Monster Garage, TV series • Texture Artists, Matte Painter and Character Modeler for Sahara I later continued to freelance as a character modeler on several other projects including “Designing Blind and Las Vegas Springs Preserve “Desert Life Cycle Theater”.

Whispering Tree Studios

2003 - 2005

Modeler, Animator, Level designer and Concept Artist

I worked at this start up game company in Phoenix Arizona when I was still in college on the never released x box title “The legend of the Five Suns”. I was able to help develop a lot of the environmental art and world building. I animated characters and implemented them into the game. I even got to do the trailer and audio. I was sad when the funding ran out but it still consider this a even greater learning experience the college for game design and art.

EDUCATION

Art Institute of Phoenix

2002 - 2005

Bachelor of Arts in Animation , animation

Collins College

1999 - 2000

Associate of Arts (AA) , Animation, Interactive Technology, Video Graphics and Special Effects

HONORS

- Emmy Outstanding visual effects @ pixomondo for Game of Thrones Valar Morghulis. -Academy Award best visual effects @ pixomondo for Hugo” 2012 -VES Award @ pixomondo for “Terra Nova” 2012 -Best in show Student and Best in show Faculty @ graduation Art Institute of Phoenix

INTERESTS

Drawing, Sculpting, and Ping Pong.