

# BOBBY CLAYTON

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[www.claytoncreations.org](http://www.claytoncreations.org)

## OBJECTIVE

My primary focus and interest in the industry is in character and environment modeling. I have additional experience in UV layout, blendshapes, and rigging. It is my hope to continue to create and translate new and interesting designs into 3D for television or feature film.

## EXPERIENCE

### Lead Environment Modeler

March 2017 – Current

Dreamworks Animation - TV, Glendale, CA

Responsibilities include:

- Reviewing, noting, and directing the work of artists both in-house and in our overseas studios.
- Ensuring that all work is set up correctly for Texture, Lighting, Comp, and Animation.
- Modeling, UV unwrapping, and Rigging environments and props.
- Writing scripts as needed to help the workflow of the generalist and modeling departments.

Projects:

[The Adventures of Puss in Boots](#)

[Dinotrux](#)

[Voltron: Legendary Defender](#)

[Kung Fu Panda: The Paws of Destiny](#)

### Environment Modeler

March 2014 – March 2017

Dreamworks Animation - TV, Glendale, CA

Responsibilities include:

- Reviewing, noting, and directing the work of artists both in-house and in our overseas studios.
- Ensuring that all work is set up correctly for Texture, Lighting, Comp, and Animation.
- Modeling, UV unwrapping, and Rigging environments and props.
- Writing scripts as needed to help the workflow of the generalist and modeling departments.

Projects:

[The Adventures of Puss in Boots](#)

[All Hail King Julien](#)

[VeggieTales in the House](#)

[Dinotrux](#)

[Voltron: Legendary Defender](#)

### CG Generalist

January 2013 – March 2014

Nickelodeon Animation Studios, Burbank, CA

Responsibilities include:

- Creating character, environment or prop models.
- UV Layout.
- Blendshapes.
- Rigging.
- Texturing.
- Asset Finaling.
- Assisting the Character, Environment and/or Texture lead artist as needed.

### Skills

Maya  
Zbrush

Photoshop  
Illustrator  
Premiere  
Dreamweaver

Projects:

[Wallykazam!](#)

### **Asset Finaler**

August 2010 – January 2013

**Nickelodeon Animation Studios**, Burbank, CA

Responsibilities include:

- Ensuring that all props and sets were created correctly, according to the Nickelodeon-specific pipeline.
- Creating (character) proxy geo for the rigging team.
- Modeling, rigging and/or UVing various props.
- Various other tasks for the Modeling, Rigging and Environment Artist leads as needed.

Projects:

[Monsters vs Aliens](#)

[Robot & Monster](#)

## **EDUCATION**

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### **Computer Science, Bachelor of Arts**

2004 – 2006

**James Madison University**, Harrisonburg, VA

Minor in Art

Studies focused in application development, IT project management, multimedia design and technical planning. Created working prototypes for numerous web site projects and desktop applications. Worked extensively with classmates on animated shorts and other creative projects.

### **Computer Science, Associates in Arts & Science**

2001 – 2004

**Lord Fairfax Community College**, Middletown, VA

Graduated Magna Cum Laude

## **REFERENCES**

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Available on request