

BOBBY CLAYTON

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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.

Skills

Maya
Zbrush

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](#)

[All Hail King Julien](#)

[VeggieTales in the House](#)

[Dinotrux](#)

[Voltron: Legendary Defender](#)

Photoshop
Illustrator
Premiere
Dreamweaver

Environment Modeler

March 2014 – March 2017

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[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.

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

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

Available on request