

# TRISTAN GOODES

3D ARTIST

RIGGER

TEXTURE ARTIST

DESIGNER

## SUMMARY

Over the last 13 years working as a professional artist I have fine tuned my skills. While I was a TA at Vancouver Film School, I learned a great deal about how to deal with, and fix any issue a student may have. I became a true generalist doing this as I had to expand my skill set beyond modeling to encompass the technical side that has made me a valuable asset to every job I've had since.

## PROFESSIONAL EXPERIENCE

### LEAD MODELER

ATOMIC CARTOONS INC. AUGUST 2018 - PRESENT

- Development work on new IP's.
- Supervise and assist asset team.
- Establishing new workflows for LEGO to improve efficiency.
- Modeling Characters, Props and Sets for an Lego Marvel: Spider-man: Vexed by Venom and LEGO Jurassic World: Secret Exhibit and Legend of Isla Nublar.
- Modeling work on other un-announced shows.

### INDUSTRY MENTOR (MODELING)

VANCOUVER FILM SCHOOL MARCH 2019 - PRESENT

- Provide guidance and artistic/technical assistance to students.
- Career focused suggestions and insights to help students land jobs and be better employees.

### EXTERNAL ART DIRECTOR

DIBS STUDIO JUNE 2019 - OCTOBER 2019

- Oversaw art production for Wild Sanctuary, a Proof of Concept Game for entry in Niantic's, Beyond Reality contest where we placed second overall.
- Liaise between Toronto Office, Vancouver Office and external art team in the Ukraine.
- Provide insights and consult dev team on technical limitations of mobile gaming.
- Conceptualize, produce and package 3D assets for use in game.

### MODELER

ANIMAL LOGIC. MAY 2018 - AUGUST 2018


- Modeling for LEGO Movie 2.


### SENIOR ARTIST

DISRUPTIVE PUBLISHERS / DISRUPTIVE INTERACTIVE. NOVEMBER 2010 - MAY 2018

- Art Direction for Puzzle Hockey Heroes Game.
- Design and create DP's original content on the Xbox Marketplace.

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## EDUCATION

Sauder School of Business  
Certificate in Management Excellence  
2015

Vancouver Film School  
3D Animation and Visual Effects  
2006

Riverside Secondary School  
High School  
2002

## CREDITS

### Film and Television

- LEGO Movie 2
- LEGO Marvel Spider-man
- LEGO Jurassic World
- Hotwheels: Battleforce 5
- League of Super Evil
- Monster High
- Rated "A" For Awesome

### Apps and Games

- Gnomed
- Kellogs: Rock Your PC
- Lego Battles
- Mars Rover Landing
- Sins of a Solar Empire
- Stinger: Foosball
- Stinger: Table Hockey
- TAM: The Animators Modeler
- Puzzle Hockey Heroes
- Wordo
- Lohko

### Avatar Collections

- Batman
- Borderlands
- Call of Duty
- Dark Souls
- Dead Island
- Dishonored
- Evil Within
- Family Guy
- Gears of War
- HALO
- Hellboy
- Heman
- Hercules
- Ice Age
- LEGO
- Man of Steel
- MLB
- NBA
- NFL
- NHL
- Ninja Turtles
- Resident Evil
- Robocop
- South Park
- Spongebob
- Tekken
- Titanfall
- Wolfenstein

- Outsourcing for many game, feature film and TV properties. (Xbox Avatars)
- Model and created assets for Playstation 4 themes
- Created, Directed, Lit, Rendered and Composited Promotional Videos.
- Initial Concept, design, R&D and asset creation for TAM: The Animators Modeler.

## MODELER

NERDCORPS ENTERTAINMENT. NOVEMBER 2009 - NOVEMBER 2010

- Art and Technical Development "Monster High".
- Created set pieces for art tests.
- Modeling, Rigging, Texturing for "Hot wheels, Battleforce 5".
- Modeling, Rigging, Texturing for "Rated A for Awesome".

## ARTIST

HELLBENT GAMES. AUGUST 2008 - OCTOBER 2009

- Part of a small team assigned to create new game pitches for internal and external projects.
- Duties included: Modeling, Texturing, Rigging technical troubleshooting, rendering, and creating presentations for clients.
- Created Assets for NASA, Mars Rover Landing Game.

## COMPOSITOR / MODELER

NERDCORPS ENTERTAINMENT. AUGUST 2008 - JANUARY 2009

- Compositing and effects for League of Super Evil.
- Modeling, Rigging, Texturing of characters, props, vehicles and environments for Hot wheels, Battleforce 5.

## TEACHING ASSISTANT

VANCOUVER FILM SCHOOL. AUGUST 2007 - AUGUST 2008

- Help train students in correct use and understanding of 3D modeling tools.
- Assist students with technical issues.
- Critique and supervise student assignments.
- Assist with animation, texturing and lighting.

## LEAD TECHNICAL ARTIST

IRONCLAD GAMES. MAY 2007 - AUGUST 2007

- Created UI elements and models from concept design to completion.
- Helped create and implement art pipeline.
- Troubleshooting technical issues as they arise.
- Contributed to editing and directing the Sins of a Solar Empire trailer.
- Trained new employees on use of in-house software.
- Created character auto rigger for their title Sins of a Dark Age. (freelance)

## REFERENCES

References are Available Upon Request.

## PROFILE

I have always had a passion for animation. As a kid I would draw my favorite cartoons for hours: - The Ninja Turtles, Mickey Mouse, and my favorite, Bart Simpson. As I grew older my fondness for art matured, as well as my appreciation for more technical skills like math and science. At the age of 13, I was fortunate enough to be exposed to 3D Studio Max R2.5 at my high school. The reality that I could merge the two things that I truly loved, and do it as a career became apparent very soon. I practiced throughout high school and became really proficient at using 3D Studio Max for just about anything.

My fondness for art transcends the digital. I am a huge fan of live theatre as well as classical art and photography. I actively volunteer at the Vancouver Art Gallery and attend industry nights at Vancouver Film School - where we talk to and critique student work - as a way to give back to the community.

## SOFTWARE

- Softimage XSI
- Maya
- 3D Studio Max
- Zbrush
- Substance Designer
- After Effects
- Photoshop
- Illustrator
- Shotgun
- Zbrush

## SKILLS

- Modeling
- Texturing
- Rigging
- Lighting
- Compositing
- Editing
- Troubleshooting
- Composition
- Project Planning / Management
- Detail Orientated
- Leadership / Guidance
- Acute Technical Knowledge

## HOBBIES

- Art
- Exercise
- Gaming
- Hiking
- Live Theatre
- Movies
- Music
- Photography