

TRISTAN GOODES

3D ARTIST

RIGGER

TEXTURE ARTIST

DESIGNER

SUMMARY

Over the last 12 years working as a professional artist I have fine tuned my skills. The renaissance period of my career occurred 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. These skills have enabled me to experience R&D on new TV shows, lead art teams, research and development for new concepts, and be an everyday production artist.

I am extremely confident that I can execute any technical or artistic obstacle put in front of me. Able to execute these obstacles with extremely high quality, in a timely manner.

PROFESSIONAL EXPERIENCE

SENIOR MODELER

ATOMIC CARTOONS INC. AUGUST - 2018 - PRESENT

- Modeling Characters, Props and Sets for an Unannounced Project.

MODELER

ANIMAL LOGIC. MAY 2018 - AUGUST - 2018

- Modeling for LEGO Movie 2.

SENIOR ARTIST

DISRUPTIVE MEDIA PUBLISHERS NOVEMBER 2010 - MAY - 2018


- Art Direction for Puzzle Hockey Heroes Game.
- Creating Content for the Xbox live marketplace.
- Outsourcing for many game, feature film and TV properties. (all related to Avatar Marketplace)
- Design Content for DP's original Content.
- Model and created assets for Playstation 4 themes
- Composited Promotional Videos.
- Designed initial pitch for in house pipeline.
- Initial Concept, design, and R&D for TAM: The Animators Modeler.
- Visual Development of TAM - Development of Character assets, technology and editing techniques within TAM.


MODELER

NERDCORPS ENTERTAINMENT NOVEMBER 2009 - NOVEMBER - 2010


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

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 Canadian Citizen

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
- 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

ARTIST

HELLBENT GAMES AUGUST 2008 - OCTOBER - 2009

- Game testing Lego Battles.
- 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 Mars Rover Landing Game released on the Xbox Live Marketplace. Modeled and textured landing craft, rover, parachute models and rigs.

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.
- General office work.

LEAD TECHNICAL ARTIST

IRONCLAD GAMES MAY 2007 - AUGUST - 2007

- Prepared models from concept design to completion.
- Helped create and implement art pipeline.
- Work directly with Art Director and Programmers.
- Troubleshooting technical issues as they arise.
- Optimize models to work within game engine constraints.
- Contributed to editing and directing the Sins of a Solar Empire trailer.
- Created content for UI elements.
- 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

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