

PIOTR GLABINSKI

CG Modeler and Digital Sculptor

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www.screamerFX.com

screamerfx.blogspot.com

S U M M A R Y :

- 13 years professional experience
- worked in film, games cinematic, VR and TV commercials
- specialized in organics modeling, hard surfaces and layout

P R O F E S S I O N A L E X P E R I E N C E :

Zoic

- modeler/texture artist - Iron Fist, CBS TV Show, Marvel Show (2016-2017)

Method Studios

- modeler - Calphalon, Vinyl, BMW, Rings, GE, ICBINB, Almay, 3M, BATB, Fed-EX (2016-2017)
- modeler - GE, Bosch, ING, Microsoft, Land Rover, Longest Ride, Microsoft, Equals (2014-2015)
- character modeler - Google, Green Mountain, Mercedes, LG (2012-2013)

EightVFX

- modeler - Capital One (2017)

REEL FX

- character modeler - Hunger Games Mockingjay part 2 VR (2015)

MPC

- modeler - IBM, Adidas (2015)
- character modeler - Capri Sun, Xbox One - Ryse Son of Rome, Univ of Phoenix (2012-2013)

LOGAN

- modeler - Kitchen Aid, Clinique (2015-2016)
- character modeler - Theraflu, Northrop Grumman (2014)

Framestore

- character modeler - Duracell, LG (2012-2013)
- modeler, tracker - Salt, Clash of Titans, Monster.com, Honda, (2009)

MILL

- modeler - Dr Scholl (2015)
- modeler - Dew Diet, TitanFall (2014)
- modeler - NFL, Mercedes, Mass Effect 3, Ford, Onstar, Disney (2011)
- modeler - Microsoft, Samsung, Verizon, Daft Punk - Tron (2010)

PSYOP

- modeler - Dell, Fanta, Pepsi. Coke (2012)

Curious Pictures

- character modeler - Reading is Fundamental (2012)

Absolute Post

- modeler - Mazda, Verizon, MasterCard (2011-2012)

Click 3X

- character modeler - Skippy, Baltimore Lottery, CON-ED (2014-2015)
- modeler - Lego (2012)

Rhino FX

- modeler - GhostTown, Verizon, Subway (2008)
- modeler, Radio City, Icebreaker, Cadillac (2007)

Brand New School

- character modeler - Subway, Tiger Beer (2011)
- modeler, tracker - Lexus, Bud-Light, Wall-Mart, Harrah's, Toyota, Ritz, Crestor (2008-2009)

2008-2004

BLIND, BUCK, National Television, Transistor, Wireless Generation, Lifelong Friendship Society, Resident, Mr. Ray, State Your Name, Geoffrey Bradfield Inc, Spek Studio, Croog Studio

2002-2003

Sound One Corp.

apprentice Sound Editor - “Casa de Los Babys,” “Capturing the Friedmans”, “Pray for Rock& Roll”, “Pieces of April”

EDUCATION :

<u>2011</u>	Zbrush Workshop - Creature and Character Design, Anatomy 2.0, Animal Anatomy
<u>2009</u>	CG Talk Workshop - Photorealism with Mental Ray
<u>2009</u>	Long Island School of Art NY - traditional sculpting classes,
<u>2004</u>	Pratt Institute NY , Maya classes in advanced modeling , character design, and drawing
<u>2002</u>	Jagiellonian University - Poland, Masters of Arts Degree in Arts Management

SKILLS :

- Autodesk Maya,
- Autodesk Mudbox,
- Next Limit Real Flow,
- Adobe Photoshop,
- Adobe Premiere,
- Marvelous Designer
- Agisoft Photoscan,
- Zbrush
- Shave and Haircut
- E-on Vue,
- 2d3 Boujou,
- Mari,
- 3D Equalizer