

P I O T R G L A B I N S K I

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S U M M A R Y :

I am a CG modeler and digital sculpture . I have been working at various FX studios making organic models, hard surface objects and layouts for 7 years and I have experience in films, games cinematic and TV commercials. I enjoy working with creative people on challenging and fun projects.

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

2012

PSYOP - modeler - Dell, Fanta

Brand New School - modeler - Subway, Indiana, Tiger Beer

2011

Mill NY - modeler - NFL, Mercedes, Mass Effect 3, Ford, Onstar, Disney

Absolute Post - modeler - Verizon, MasterCard

2010

Mill NY - modeler - Microsoft, Samsung, Verizon, Daft Punk - Tron

Brand New School NY - modeler, tracker - Chase BluePrint

2009

Framestore NY - modeler, tracker - Salt, Clash of Titans, Monster.com, Honda,

Brand New School NY - modeler, tracker - Lexus, Bud-Light, Wall-Mart, Harrah's

BLIND - modeler - Syfy,

National Television CA - modeler - Wipeout

BUCK NY - modeler, Mountain DEW

Transistor NY - modeler - Sing up

Wireless Generation NY - modeler, lighter - Remote Devices

Lifelong Friendship Society - modeler, tracking - Comcast

2008

Rhino FX NY - modeler, matchmover - GhostTown, Verizon, Subway

Brand New School NY - modeler, tracker - Toyota, Ritz, Crestor

Resident - modeler, tracker - Remington, Ambien

2007 **Rhino FX NY** - modeler, Radio City, Icebreaker, Cadillac **Brand**
Geoffrey Bradfield Inc - modeler, Architectural visualization

2005-2006 **Mr. Ray NJ** - modeler, Songs From the Stickered Guitar
Team Gattaca NY - modeler, animator
State Your Name NY - modeler, rigging
Spek Studios NY - modeler, and rendering, Various projects

2004 **Croog Studio NY** - modeler, texturing, Sprouts

2002-2003 **Sound One Corp. Post Production Studio NY** - Apprentice Sound Editor
Worked on sound for “**Casa de Los Babys**,” “**Capturing the Friedmans**”,
“**Pray for Rock& Roll**”, “**Pieces of April**”

E D U C A T I O N :

2011 **Zbrush Workshop** - Creature Design, Anatomy 2.0

2009 **CG Talk Workshop** - Photorealism with Mental Ray

2009 **Long Island School of Art NY** - Took traditional sculpting classes,

2004 **Pratt Institute NY**, Took Maya classes in advanced modeling , character design, and drawing

2002 **Jagiellonian University** - Poland, Received Masters of Arts Degree in Arts Management

S K I L L S :

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