Cameron Ward - 3D Artist

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Skills	Software proficiency
• Character Animation	• Autodesk Maya
• Modeling	• Pixologic ZBrush
• Texturing	• Adobe After Effects
• Rigging	• Adobe Photoshop
• Lighting/Rendering	• Unreal Engine
• Compositing	• Maxon Bodypaint3D
• Look Development/Character R&D	• Headus UV Layout

VFX and Production Pipeline Work

Film	Director	Release Date	Responsibilities
Avatar 2 & 3	James Cameron	12/2021 &12/2023	Techvis: determined EOB for all principal photography sets- @ Proof Inc.
Bumblebee	Travis Knight	12/2018	Postvis: character rigging, layout, shot development, animation- @ Proof Inc.
Underwater	William Eubank	2018	Postvis: asset creation, shot development- @ Proof Inc.
A Wrinkle In Time	Ava DuVernay	3/2018	Previs: asset creation, set building, character rigging- @Proof Inc.
Fate of the Furious	F Gary Gray	4/2017	Previs: asset creation, layout, set building, shot development, animation- @Proof Inc.
Star Trek Beyond	Justin Lin	6/2016	Previs: asset creation, layout, set building, shot development, animation- @Proof Inc.
Pete's Dragon	David Lowery	8/2016	Previs: creature and character animation, layout - @Proof Inc.
Independence Day II	Roland Emmerich	6/2016	Look Dev: vehicle concept, asset creation, layout , animation - @ASC
Jupiter Ascending	Wachowski siblings	2/2015	Look Dev: character concept, modeling, rigging - @ASC
Noah	Darren Aronofsky	3/2014	Look Dev: character concept, modeling, texturing, rigging, animation, lighting, rendering - @ASC
Teenage Mutant Ninja Turtles	Jonathan Liebesman	8/2014	Look Dev: character concept, modeling, texturing, rigging, animation, lighting, rendering - @ASC
Archetype	Aaron Sims	1/2012	VFX: rigging, animation, modeling, texturing, dynamics simulations, lighting, rendering, compositing - @ASC
Tethered Islands	Aaron Sims	TBD	VFX: character R&D, rigging, animation, modeling, texturing, lighting, rendering, compositing - @ASC
Smash - Star Track (Music Video)	Aaron Sims	2014	VFX: animation, rigging, texturing, shading, lighting, rendering, compositing - @ASC

Education

Gnomon School of Visual Effects	2005-2008	CG Certificate Program