

Vilius Juodziukynas

junior 3d modeller

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SUMMARY OF QUALIFICATION

- Expert in Maya, ZBrush, Adobe Creative Suite and Quixel Suite.
- Proficient in 3d Equaliser, Mari, 3ds Max, Marmoset Toolbag.
- Expert in human body and face anatomy.
- Able creating both PBR and hand painted texture sets.
- Able to follow concepts closely, and consistently improvise when required.

WORK EXPERIENCE

- Junior Zbrush Artist
Imakr - London
March 2017 to Present
Using Zbrush clean 3d scans
- Junior 3d Modeller
Digital Shoguns - London
January 2017 to February 2017
- Generalist
KASH - London
September 2016 to September 2016
Using Maya I built human face mesh, adjusted it to scan data. Using Maya MASH - procedurally animated part of VR 360 video.

EDUCATION

- Diploma in Portraiture & Facial Anatomy
<http://scott-eaton.com/> - On-line
October 2016 to November 2016
- Diploma in Anatomy for Artists
<http://scott-eaton.com/> - On-line
August 2015 to September 2015
- Diploma in 3d for VFX
Escape Studios - London
October 2014 to December 2014

- **BA in Design**
Vilnius Academy of Arts - Kaunas
September 2008 to June 2012
- **Student Exchange in Product Design**
École Internationale de Design - Euromed Design a Toulon, France - Toulon
September 2011 to February 2012

RELEVANT INTERESTS

Life drawing, sculpture, photogrammetry, photography.

PERSONAL SKILLS

Creativity, learning agility, complex problem solving, critical thinking, active listening, ability to prioritise, stress tolerance, work well in teams, tech-savvy.