

KEITH BELTRAMINI

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PROFESSIONAL EXPERIENCE

Blur Studio Culver City, CA

Lead Scene Assembler

May 2017 - present

Scene Assembler

June 2016 - May 2017

Modeling, texturing, scene assembly, lighting, rendering, and compositing.



Pixomondo Los Angeles, CA

PIXOMONDO

Lead Modeler

March 2016 - June 2016

Modeler / Lighter

June 2015 - March 2016

Lead a team of modelers.

Poly model, sculpt, texture, and shade assets, characters and landscapes.

Create facial expression morphs/shapes for rigging and animation.

Provide estimates on asset creation.

Lead a team of four lighters for a few months on an animated intro film.

Scene assembly, lighting and rendering.

All Things Media Mahwah, NJ



3D Director / CG Supervisor

June 2008 - June 2015

Create 3D environment and animations; modeling, surfacing, lighting, compositing.

Research the latest new tools, software, scripts, and techniques for potential use in

production. Lead a team of 3D artists and give direction, critique, and review all

projects up until final delivery.

Work with upper management, project managers, and other department heads on

project estimates, deadlines, and deliveries.

The Tofu Factory New York, NY



3D Artist

April 2008 - June 2008

Modeling, surfacing, and lighting environments.

SOFTWARE KNOWLEDGE

Autodesk 3DS Max

ChaosGroup V-Ray

Mental Ray

Eyeon Fusion

Adobe Photoshop

The Foundry Mari

TopoGun

Pixelogic ZBrush

Autodesk Mudbox

Adobe After Effects

Unity

Thinkbox Deadline

EDUCATION

Rochester Institute of Technology, BFA Rochester, NY

September 2004 - May 2008