

Tom Nemeth

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OBJECTIVE: To work in a creative environment with talented individuals where I can grow as an artist and collaborate on projects that challenge me intellectually and artistically.

EDUCATION: May 2007, B.A. in Arts

University of Tennessee, Knoxville

- Major in Studio Art

June 2000, Network Administrator

Stavanger IT Academy

- Major in Network Administration

SKILLS:

Modeling, texturing, lighting, rendering, and compositing.
Expertise in 3ds max, Maya, ZBrush, Photoshop, Headus UV layout,
Substance Painter, Fusion, Premiere, Vray, and Mental Ray.

EXPERIENCE: November – Present, Naughty Dog

Environment Modeler

- Responsible for modeling levels for The Last of Us 2

April 2016 – June 2017, Blizzard Entertainment

Environment Modeler

- Responsible for modeling environments and props for the story and franchise department

September – March 2016, Naughty Dog

Environment Modeler

- Responsible for modeling levels for Uncharted 4

March – September 2015, Encore Post

3D Generalist

- Responsible for modeling, texturing, lighting, and rendering
- Working on vfx shots for episodic television

August – October 2014, M3D Experiences

Modeler

- Worked on prototype vehicle accessories

May – June 2014, Brewster Parsons

Modeler

- Worked on advertising for Beats headphones

March 2012 – April 2014, Blur Studio

Scene Assembler / Environment artist

- Responsible for modeling, texturing, lighting, rendering and compositing.
- Worked on theme park ride films, game cinematics, feature vfx, NFL Fox, Girl With the Dragon Tattoo title sequence, Amazing Spiderman 1 and 2

October 2010 – June 2011, November 2011 – March 2012, A52

Modeler

- Responsible for modeling and texturing
- Worked on HBO's Emmy winning title sequence for Game of Thrones, Ben and Jerry's spots, Arrowhead water and Lexus tv spot.

September 2010, Sassoon Film Design

Matchmove Artist

- Matchmoving shots for feature film 3D conversion.

October 2008 – September 2010, Eurocom Game Studio

Environment Artist

- Responsible for modeling and texturing
- Shipped - Vancouver 2010 for PS3, Rio for PS3 and Xbox, Goldeneye for Wii

July 2007 – July 2008, Blur Studio

Scene Assembler / Environment artist

- Responsible for modeling, texturing, lighting, rendering and compositing.
- Worked on theme park ride films and game cinematics.

August 2000 – July 2003, Impar

3D Artist

- CG generalist
- Produced visualizations for the architectural, oil, and fishing industry.

REFERENCES: Available upon request.