



CONTACT



0404 771 926



hello@damianhood.com



Australian Citizen



Sydney, NSW

EDUCATION



2015 - 2018

Bachelor of Digital Media Design

3D Design & Animation
Torrens University / Billy Blue
Ultimo, Sydney



2008 - 2010

National Diploma of Engineering

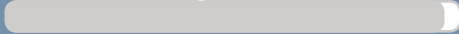
Pembrokeshire College, UK

PERSONAL SKILLS

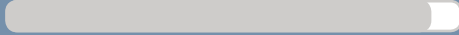
Team work



Problem Solving



Work Ethic



ADDITIONAL SKILLS

- Microsoft Office
- Video Production
- Mac or Windows
- NukeX
- Editing
- PC Building
- Presentations
- Working to deadlines



DAMIAN HOOD

3D Generalist & Video Editor

ABOUT ME

A mature, highly creative and competent individual, with a passion and flare for all things design and animation. I am looking to establish a new career as a 3D and video editing mastermind. Recently graduated, with experience as a 3D generalist and associate video editor for a feature-length documentary releasing in 2018, I am looking for a more permanent position where I can surround myself with like-minded people and learn from the best.

I have a passion for Maya and love creating 3D motion design pieces, such as title credits or commercial advertisements. I love the entire process of bringing something to life from initial concepts.

My career objective is to have a full-time position in a respected company, that nurtures talent and encourages me to push my qualities to the maximum to become the best artist, modeller and editor I can be. I'm looking for an opportunity to learn with the best!

EXPERIENCE

- 3D artist and assistant video editor for a feature-length documentary movie and accompanying marketing videos, produced by About My Brain Institute and releasing to cinemas in July 2018.
- Lead Environment Artist and 3D generalist for a short animation in which I created a 3D environment in Maya, using Substance Painter 2 and Mudbox. I created this environment from concept and brought it to life with lighting and rendering in Arnold 5. Post-production work with After Effects - 2017
- Exhibited work at INTRO, Ultimo, in which I was lead 3D designer for a video game environment. I created from concept a playable video game level, modelled in Maya, textured in Substance Painter 2 and playable in Unreal Engine 4. - 2017
- Exhibited 2 pieces of artwork for the Children's Hospital Art Program Exhibition, Randwick, in which I created two 3D animation pieces in Maya and NukeX - 2018

SKILLS

- Maya
- Substance Painter 2
- Mudbox
- NukeX
- DaVinci Resolve
- Photoshop
- After Effects
- InDesign
- Premiere Pro
- Media Encoder
- RenderMan 21
- Arnold 5

REFERENCES

Ivan Kintanar
3D Animation Lecturer
Billy Blue College of Design
ikintanar@laureate.net.au

Relmi Damiano
GM & Chief Creative Officer
About My Brain Institute
relmi@aboutmybrain.com