

# PIOTR GLABINSKI

CG Modeler, Digital Sculptor, Texture Artist

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## S U M M A R Y :

- 16 years professional experience
- worked in film, games cinematic, VR, AR and TV commercials
- specialized in organics modeling, hard surfaces, layout and texturing

## P R O F E S S I O N A L   E X P E R I E N C E :

### **Carbon VFX**

- 3d modeler/texture artist - Famous Footwear, the Weekend music video, Barbie, Verizon Glitch 2020

### **Visual Creatures**

- texture artist - game cinematics 2020

### **Buck**

- 3d modeler - JayJox weights 2020

### **Shape and Form**

- 3d modeler - Western Digital, WD Cod Black, SanDisk 2020

### **Sibling Rivalry**

- 3d modeler/ texture artist - Meet Google/Lenovo 2020

### **Framestore**

- 3d modeler - SEE show 2020

### **Pomp & Cloud**

- 3d modeler - Joji 777 - Music Video 2020

### **Alkemy X**

- 3d sculptor/texture artist - Fear the Walking Dead, Saints of Newark , Paradise Lost, Power, Blindspot 2019

### **Ataboy**

- modeler/texture artist - Schnider 2019

### **Taylor James**

- modeler/texture artist - Woodpecker, Esperion (2019-2020)

### **Vayner Media**

- modeler/texture artist - Quaker, Planters, Kool Aid, Budweiser (2018-2020)

### **Firstborn**

- modeler/texture artist - Chevron AR, UTC AR , Adidas AR (2018-2019)

### **Gentleman Scholar**

- modeler - Exxon 2018

### **1st Ave Machine**

- modeler/texture artist - Cole Haan 2018

### **Special Guest**

- character modeler - Spotify Rap Caviar 2017

### **Zoic**

- modeler/texture artist - Iron Fist, Mission Control, Defenders (2016-2017)

### **Method Studios**

- modeler - Calphalon, Vinyl, BMW, Rings, GE, ICBINB, Almay, 3M, BATB, Fed-EX (2016-2017)
- modeler - GE, Bosch, ING, Microsoft, Land Rover, Longest Ride, Microsoft, Equals (2014-2015)
- character modeler - Google, Green Mountain, Mercedes, LG (2012-2013)

### **EightVFX**

- modeler - Capital One (2017)

### **REEL FX**

- character modeler - Hunger Games Mockingjay part 2 VR (2015)

### **MPC**

- modeler - IBM, Adidas (2015)
- character modeler - Capri Sun, Xbox One - Ryse Son of Rome, Univ of Phoenix (2012-2013)

### **LOGAN**

- modeler - Kitchen Aid, Clinique (2015-2016)
- character modeler - Theraflu, Northrop Grumman (2014)

### **Framestore**

- character modeler - Duracell, LG (2012-2013)
- modeler, tracker - Salt, Clash of Titans, Monster.com, Honda, (2009)

### **MILL**

- modeler - Dr Scholl (2015)
- modeler - Dew Diet, TitanFall (2014)
- modeler - NFL, Mercedes, Mass Effect 3, Ford, Onstar, Disney (2011)
- modeler - Microsoft, Samsung, Verizon, Daft Punk - Tron (2010)

### **PSYOP**

- modeler - Dell, Fanta, Pepsi. Coke (2012)

### **Curious Pictures**

- character modeler - Reading is Fundamental (2012)

### **Absolute Post**

- modeler - Mazda, Verizon, MasterCard (2011-2012)

### **Click 3X**

- character modeler - Skippy, Baltimore Lottery, CON-ED (2014-2015)
- modeler - Lego (2012)

**Rhino FX**

- modeler - GhostTown, Verizon, Subway, Radio City, Icebreaker, Cadillac (2007-2008)

**Brand New School**

- character modeler - Subway, Tiger Beer (2011)
- modeler, tracker - Lexus, Bud-Light, Wall-Mart, Harrah's, Toyota, Ritz, Crestor (2008-2009)

**2008-2004**

**BLIND, BUCK, National Television, Transistor, Wireless Generation, Lifelong Friendship Society, Resident, Mr. Ray, State Your Name, Geoffrey Bradfield Inc, Spek Studio, Croog Studio**

**2002-2003****Sound One Corp.**

apprentice Sound Editor - “Casa de Los Babys,” “Capturing the Friedmans”, “Pray for Rock& Roll”, “Pieces of April”

**EDUCATION :**

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|--------------------|---|
| <b><u>2011</u></b> | <b>Zbrush Workshop</b> - Creature and Character Design, Anatomy 2.0, Animal Anatomy           |
| <b><u>2009</u></b> | <b>CG Talk Workshop</b> - Photorealism with Mental Ray  |
| <b><u>2009</u></b> | <b>Long Island School of Art NY</b> - traditional sculpting classes,                          |
| <b><u>2004</u></b> | <b>Pratt Institute NY</b> , Maya classes in advanced modeling , character design, and drawing |
| <b><u>2002</u></b> | <b>Jagiellonian University</b> - Poland, Masters of Arts Degree in Arts Management            |

**SKILLS :**

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| <ul style="list-style-type: none"> <li>• Autodesk Maya,</li> <li>• Autodesk Mudbox,</li> <li>• Adobe Photoshop,</li> <li>• Adobe Premiere,</li> <li>• Marvelous Designer</li> <li>• Agisoft Photoscan,</li> <li>• Reality Capture</li> </ul> | <ul style="list-style-type: none"> <li>• Zbrush</li> <li>• Shave and Haircut</li> <li>• 2d3 Boujou,</li> <li>• Mari,</li> <li>• 3D Equalizer</li> <li>• Substance Painter</li> <li>• Unreal</li> </ul> |
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