

# S A B Y M E N Y H E I

senior environment artist, concept artist

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## Career Summary

- 2019 - present**      **DNEG - Feature Animation**  
**DMP Supervisor**
- Undisclosed Project
  - Ron's Gone Wrong (Sarah Smith, Jean-Philippe Vine, 2021)
  - Tenet (Christopher Nolan, 2020)
  - Avengers: Endgame (Anthony Russo, Joe Russo, 2019)
  - Wonder Woman 1984 (Patty Jenkins, 2020)
  - F9 (Justin Lin, 2021)
- 2017 - 2018**      **DIGIC PICTURES**  
**Lead Environment Artist**
- Love, Death & Robots - The Secret War (2019)
  - Call of Duty WW2 (2019)
- 2017 - 2018**      **DOUBLE NEGATIVE VISUAL EFFECTS**  
**Senior/Lead Matte Painter, Environment Artist**
- Avengers: Infinity War (Anthony Russo, Joe Russo 2018)
  - Pacific Rim: Uprising (Stephen S. deKnight, 2018)
- 2016 - 2017**      **INDUSTRIAL LIGHT AND MAGIC**  
**Generalist TD**
- Transformers: The Last Knight (Michael Bay, 2017)
  - Rogue One: A Star Wars Story (Gareth Edwards, 2016)
- 2011 - 2016**      **DOUBLE NEGATIVE VISUAL EFFECTS**  
**Digital Matte Painter, Environment Artist, Concept Artist**
- Fantastic Beasts and Where to Find Them (David Yates, 2016)
  - Jason Bourne (Paul Greengrass, 2016)
  - Inferno (Ron Howard, 2016)
  - Batman v Superman: Dawn of Justice (Zack Snyder, 2016)
  - Geostorm (Dean Devlin, 2016)
  - Ant-Man (Peyton Reed, 2015)
  - Exodus: Gods and Kings (Ridley Scott, 2014)
  - In the Heart of the Sea (Ron Howard, 2015)
  - Godzilla (Gareth Edwards, 2014)
  - Thor: The Dark World (Alan Taylor, 2013)
  - Rush (Ron Howard, 2013)
  - Total Recall (Len Wiseman, 2012)

**2011 - 2013**

**EMBER LAB**

**Lead Environment Artist on the short film DUST (Freelance)**

• **Dust (Short, Dir: Michael Grier, 2014)**

lead digital matte painter, environment td

**2011**

**DIGIC PICTURES**

**Matte Painter (Freelance)**

• **Splinter Cell: Blacklist Game Cinematic (Ubisoft)**

digital matte painter

**2007 - 2011**

**Freelance Artist - Matte Painter, Background Painter, Concept Artist**

Clients include:

**USC SCHOOL OF CINEMATIC ARTS, RAINBOW S.P.A., POBROS INC., TOTAL ECLIPSE, INOZON, SAINT STUDIO, ANIMATIONSSTUDIO LUDEWIG**

## Education and Qualification

MFA: **Hungarian University of Fine Arts** (2008)

Modules included: Graphic Design, Artistic Drawing, Art History, Anatomy and Descriptive Geometry

BFA: **University of Szeged - Teacher's Training College** (2005) - Art and English

Traditional Drawing and Painting

## Professional Training

**Mesharray Digital Media School** - Maya Master Class (2010)

**Gnomon Workshop** - Self-paced video training, including matte painting, concept design, Maya and Zbrush

## Skills

### Proficient

- Adobe Photoshop, Autodesk Maya, The Foundry's Mari, The Foundry's Nuke, Autodesk Mudbox, Headus UVLayout, Corel Painter, Adobe Premiere

### Basic

- 3d Studio Max, Zbrush, Adobe After Effects, Adobe Illustrator

## Publications

**3D World issue 199, 2015**

Star Wars matte painting tutorial

**A journey with Dust - Interview on CGSociety, 2014**

I explained the environment work we did for the short film, also included breakdowns.

**d'artiste Matte Painting 3, Ballistic Publishing, 2013**

Two of my digital matte paintings are featured in d'artiste Matte Painting 3.

## Personal Details

Driving Licence: Full / Clean

Languages: Hungarian (mother tongue)

English (fluent)

## Interests and Activities

Currently include: Fine arts, film-making, computer graphics, games, reading, comics, Star Wars

## References are available on request