

Neil D. Masiclat

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TEXTURE ARTIST / MATTE PAINTER / LIGHTER / AFTER EFFECTS ARTIST

OBJECTIVE

To obtain a full-time position at a video game or visual effects company.

EDUCATION

Bachelor of Science Degree in Media Arts and Animation (2006)

Art Institute of California Los Angeles – Santa Monica

SKILLS

- Highly experienced with Adobe Photoshop
- Adobe After Effects
- Low poly hard surface modeling, texturing, and lighting in 3D Studio Max
- Experience with Maya and Deep Paint
- Experience with the Radiant game engine
- Digital painting for conceptualizing environments
- Excellent oral and written communication skills
- Confident in taking on new challenges
- Willing and eager to learn new things
- Work well with others
- Detail oriented
- Strong ability to meet deadlines and milestones
- Ability to prioritize assignments and meet changing client needs

EXPERIENCE

- **October 2008 – February 2010** – Activision/Luxoflux; Environment concept artist, matte painter, and lighter for Transformers Revenge of the Fallen for the Xbox 360. Worked closely with the art director and the environment team to establish mood and ambiance for all the levels, along with providing the team with environment concept art for pre-production levels.
- **June 2008 – August 2008** – Activision/Treyarch; Texture Artist for Quantum of Solace the video game for the Xbox 360. Responsible for creating textures and skies for level environments using the Radiant game engine, Maya, and Photoshop.

- **October 2007 – June 2008** – Barbed Wire VFX; Matte painter, texture artist, and After Effects artist for film and television. Responsible for creating matte backgrounds, concept art, textures for environments and props, and compositing plates with visual effects elements for various commercial and film projects.
- **April 2008 – April 2008** – Dem.i.urge; After Effects Artist. Created animated end tags and supers for three Toyota commercial spots which aired worldwide.
- **May 2007 –October 2007** - Freelance for The Mythos Cinematic; Environment Artist/Matte Painter/Illustrator for a 2 minute game cinematic entitled The Mythos. Responsible for creating and lighting environments and props using 3D Studio Max and Photoshop, and compositing elements, effects, and render passes in After Effects. Created and designed color keys and concept art for the cinematic.
- **Oct. 2006 - May 2007** - Wayans Bros. Productions/SM Merchandising; Background/Storyboard artist. Responsible for storyboarding 22 minute cartoon airing on Nick Toons, along with BG design and conceptualizing environments. Also assisted in designing props and characters.
- **April 2006 – August 2006** - Internship and freelance background artist at BrainForest Digital Animatics; Created 2D and 3D environments for television commercial animatics.
- **April 2006 - July 2006** - Game Wizards; Concept Environment Artist for a prototype video game entitled Broadsides. Responsible for creating concept art for assets, environments, and UI's.

HONORS

- **2007** - Winner of the 2007 No Friends T-Shirt design contest. <http://nofriendsmerchant.com/men/byrds.html>
- **2003-2006** - Honor Roll
- **2006** - Best of Quarter for Digital Painting
- **2005** - Best of Quarter for Creative work
- **2004** - Best of Quarter for Creative Work; Selected as 1 of 3 students to air work on Santa Monica City TV station for show bumper.
- **2003** - Dean's List / Best of Quarter for Drawing

***References and portfolio available upon request**