

PHILIP WHITELEY 2D 3D ARTIST CV

PORTFOLIO CONTACT RESUME

Phil whiteley : CV : 3d 2d cg digital artist:

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Seeks work as : 3d mattepainter, concept artist, 3d modeller, texture artist, illustrator, animation, print retoucher

Core skills: maya, photoshop, arnold, nuke, substance, 3dsmax, after effects, mudbox, mari, zbrush, cinema4d bodypaint, vue, realflow, rhino, solidthinking, photography on linux, windows and mac.

Employment history: mixture of freelance, commission, fulltime

part 2018 to 2020: various 3d freelance

Heckler, sydney, Rotorstudios, sydney

part 2016 to 2017: Animal Logic, sydney. Peter Rabbit movie

3d character artist, 3d mattepainter, texture artist, lighter, renderer, retoucher.

Using: maya, photoshop, nuke, zbrush, mudbox

2014 to 2017: Rotorstudios, sydney.

3d environment, 3d modeller, texture artist, lighter, renderer, retoucher.

Using: maya, photoshop, nuke, zbrush, mudbox

2012 to 2013: Animal logic, sydney.

The Great Gatsby 3d movie: The Lego 3d movie : 3d matte painter and concept art.

Using: maya, photoshop, nuke. Toyota Aurion TVC, Coca cola Polar Bear TVC: 3d matte painter.

2012 to 2012: Method Studios, sydney.

Kia superbowl TVC: matte painter.

2011 to 2011: Method Studios, sydney.

Yamaha, Castrol TVC: 3d texture artist, matte painter, print. Using: maya, photoshop, mari, nuke.

2011 to 2011: Animal Logic, sydney.

Walking with Dinosaurs: Concept Art, Visual Development 2d and 3d modeller. Using : Photoshop, Maya, Zbrush, Mudbox

2010 to 2010: Animal Logic, sydney.

Nike Jordan superbowl, Allianz, Commonwealth Bank TVC, mattepainter, 3d modeller, texture artist. Using: maya, photoshop,

2009 to 2010: Animal Logic, sydney. "Legend of Guardians" 3d film:

3d matte painter, some poster and concept art. Using: maya, photoshop, nuke, after effects.

2009 to 2009: Rotor Studios, VVTA, sydney.

Toyota Cars, 3d lighter, retoucher. Using: maya, photoshop.

2008 to 2008: RisingSun vfx, Adelaide now,

"Australia" Movie. Matte artist. Using maya, photoshop.

2008 to 2008: Fuel Vfx, sydney,

Tiger Beer TVC. Matte artist. Using maya, photoshop.

2006 to 2008: Cream Studios, sydney

3d generalist, modeller, texture artist, lighter, 2d retoucher. Using, maya, 3dsmax photoshop, realflow, vue.

2004 to 2006: Animal Logic, sydney.

"Happy Feet" Movie: Concept artist, matte painter, poster artist. Using, maya, photoshop, 3dsmax.

2004 to 2004: Sony3d

modeller, texture artist, lighter, renderer, retoucher.

2003 to 2003: Animal Logic, sydney.

"Swimming Upstream" Movie: Matte painter.



01 Matte painting and art direction for movies and tv commercials.



02 3d modelling, texturing, rendering, illustration.



03 2d photo illustration and retouching.



04 Concept art thru to final art



04 Record cover and book illustration