

Tito A. Belgrave
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OBJECTIVE: To obtain a position as a character artist within a creative team.

SKILLS: **Software Proficiency**

- Zbrush, 3ds Max, Maya, Mudbox, Motionbuilder, Photoshop, UDK, Gamebryo, Unity engine

Personal Highlights

- Excellent communication skills
- Proficient at leading teams
- Very self-motivated
- Very adaptable and a fast learner

**PROFESSIONAL
EXPERIENCE:**

Nov 07 – Present

Bedlam Games, Toronto, Ontario,
Character Artist, Rigger

- Constructed character models from concept to completion
- Developed 3dsMax/Motionbuilder pipeline
- Developed rigging standards for character artists
- Trained other artists on how to create custom rigs in 3dsMax
- Researched and found new solutions to assist and speed up other artists with their daily workflows. (ie Topogun, xNormal)

Projects worked on include:

- Dungeons & Dragons Daggerdale [**Released**]
- GammaWorld [in production]
- Scratch: The Ultimate DJ [unreleased]
- Other unannounced titles

May 07 – Nov 07

Red Rover Studios, Toronto, Ontario,
Senior 3D Artist

- Senior 3D generalist for various Television commercials

Jan 07 – June 2010

Rustik Studios, Barrie, Ontario,
3D Artist / Sole Proprietor

- Lead character modeler & uv setup artist for the Dresden Files television series
- Character rigger for Sopranos Soda commercial spot

Apr 06' – Feb 07'

Nelvana LTD, Toronto, Ontario,
Technical Director

- Handy Manny

Sep 03' – Mar 06'

DKP Effects/IDT, Toronto, Ontario,

Lead 3D Modeler, Texture Artist, Rigger & Intermediate Animator

- Character modeler/rigger for Aardman Animation Chop Socky Chooks series
- Character modeler and rigger for feature animated film Yankee Irving (Everyone's Hero)
- Modeler/facial setup artist for Happy Elf
- Modeling lead for Veggie Tales episode 28
- Character modeler and animator for Veggie Tales episode 27
- Character modeler/rigger/texture assistant for MTV 2004 Award bumpers
- Character and prop modeler/texture artist for Carsey-Werner-Mandabach LLC & UPN's television series Game Over
- Character Animator for Carsey-Werner-Mandabach LLC & UPN's television series Game Over
- Technical support lead for Big Idea's Veggie Tales episode 23
- Character modeler/rigger/texture artist for in-house tests

July 03' – Sept 03'

Calibre Digital Pictures, Toronto, Ontario,

3D Modeler, Set Designer and Previz artist

- Character modeler on one of four main characters in the television series "Shoebox Zoo" focusing on efficiency and usability.
- Assisted in UV layouts and primary texture mapping for Shoebox Zoo
- Created virtual sets for Ace Lightning 2nd season, and Shoebox Zoo 1st season
- Setup previz shots for various scenes on Ace Lightning 2nd season

EDUCATION:

Sept 95 – Jan 96

Seneca College of Applied Arts & Technology
Major: Computer Engineering Technology

ADDITIONAL INFORMATION:

- Maxon beta tester for Cinema 4D
- Pixologic beta tester for ZBrush 3
- Freelance writer for VFXWorld.com
- Personal website <http://tbelgrave.thecareergamer.com>

*****References available upon request*****