

kennethfinlayson

OBJECTIVE A Senior Character modeling position with the goal of becoming a character modeling lead or supervisor

SKILL SET

- Detail oriented
- Self motivated
- Skilled in both physical and digital mediums
- Well versed in a wide breadth of techniques and tools used for 3D animation
- Able to communicate effectively with both technical and artistic specialists and bridge gaps in understanding
- Demonstrated success in coordinating large tasks that involve assigning work, scheduling and tracking the progress of other artists
- Diplomatic communicator and strong team member

SOFTWARE PROFICIENCY

Lightwave 3D	Expert	Combustion	Intermediate	Photoshop	Expert	3DS Max	Advanced
Maya	Intermediate	Boujou	Intermediate	Syntheyes	Intermediate	Real flow	Novice
ZBrush	Expert	Final Cut Pro	Expert	Unreal 3	Intermediate	Bodypaint	Expert
Shake	Advanced	Mayaman	Intermediate	Mudbox	Expert	UVlayout	Advanced
After Effects	Expert	AutoCAD	Intermediate	HDR Shop	Intermediate	Modo	Expert

EDUCATION

- Post-Graduate Certificate, Digital Visual Effects** 2003 – 2004
- Managed 6 people to produce a short film
 - Studied 3D tracking, MEL, HRDI, target removal, stabilizing, camera mapping, 3D compositing
- Post-Graduate Certificate, Computer Animation** 2002 – 2003
- Studied character modeling, rigging and animation
- Diploma, Illustration (Technical and Scientific)** 1999 – 2002
- Studied anatomy and life drawing, model making and package design, architectural illustration, blueprint reading, and traditional airbrush and technical line techniques.

WORK

Bioware ULC (Edmonton, AB)

- Senior Character Artist** Feb 2006 – present
- Mass Effect 2** [to be released in 2010] May 2009 – present
- Created multiple party member characters
 - Created key downloadable character
 - Developed several armor variants for the female Commander Shepard

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Dragon Age [released 2009]

June 2006 – Apr 2009

- Developed the majority of creature proxy meshes
- Created the universal head asset as well as head morphs for party members
- Responsible for all weapon appearances and implementation
- Co-managed character creation and customization systems
 - Managed a team of 3 character artists responsible to create weapons, clothing, and tint assets
 - Co-developed a streamlined and automated process that propagates changes to key assets (reducing a process that would take weeks into hours)
- Liaised with graphic programmers, technical animation leads, contractors and senior management
 - Provided feedback, direction and technical support to contractors
 - Represented the character art team as Product Owner at daily scrum meetings
- Trained personnel
 - Authored 20+ page, comprehensive document on specific level art techniques in ZBrush
 - Lectured character art team on Z-Brush toolset and workflow practices
 - Trained junior and level artists on normal map creation, high resolution modeling and Mudbox
 - Developed written documentation to share information, standardize workflow and troubleshoot throughout the organization

Mass Effect [released 2007]

Feb 2006 – May 2006

- Created clothing variations and one creature

Electronic Arts Canada (Vancouver, BC)

Character modeler/Z-Brush specialist

July 2005 – Jan 2006

- Provided support to four game teams and special projects
 - Painted master head texture-templates
 - Established visual targets for multiple game teams (i.e. Visual TARgets)
- Finalized assets
- Provided expertise on ZBrush
 - Was a recognized instructor of intermediate/advanced ZBrush classes for EA University
 - Initiated the development of a ZBrush User Group
 - Analyzed how EAC could more effectively leverage ZBrush's toolset

Mr. X Inc. (Toronto, ON)

Junior Visual Effects 3D Animator

2004

- Responsible for the 3D side of effects shots (i.e lighting, tracking, etc.)
- Painted hero textures for digital sets
- Rigged props and pre-visualized shots

Sheridan College (Oakville, ON)

- Taught After Effects 5.5PB to a third year classical animation class (7 weeks)
- Tutored a Computer Animation student on Maya (10 weeks)

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FILMS

Assault on Precinct 13	Focus Features	2005
The Ice Princess	Walt Disney Pictures	2005
The Perfect Man	Universal Pictures	2005

GAMES

Fifa 2006 Xbox 360	Electronic Arts	2005
NHL 06 Xbox 360	Electronic Arts	2006
World Cup 07 Xbox 360 (VTAR)	Electronic Arts	2006
March Madness 07 Xbox 360	Electronic Arts	2006
Mass Effect	Bioware Corp.	2007
Dragon Age: Origins	Bioware ULC	2009
Mass Effect 2	Bioware ULC	2010

PERSONAL ENDEAVOURS

- Owner and creator of “Misguided Tutorials”, a series of software instructional videos available for online purchase
 - First video completed August 2008; second video in progress
 - Manage web hosting and advertising
 - Respond to user questions and requests
- Judging panel member for the Sinister Circle forum art contest (Sept 2009)
- Taught myself Python scripting
- Beta tested ZBrush, Mudbox, Topogun, and UVlayout

SELECTED AWARDS AND HONOURS

Recognition Stock Award, Bioware Corp.	2009
Appearance on episode of X-play (G4 Tech TV) “Will work for games”	2008
Appearance and artwork in Game for Windows magazine, Issue 1	Dec 2006
Artwork in Electronic Gaming Monthly magazine “Mass Effect”	Sept 2006
Featured in Vxworld.com article “Mudbox Preview”	July 2006
Student Ambassador for Computer Animation Program	2002 – 2003
Greeted Queen Elizabeth II at Sheridan College	2002

REFERENCES

Ian Lloyd , Art Director, Electronic Arts Canada	(604) 456-3113
Aaron Pozzer , Invisible Pictures	(905) 627-9864
James Sayers , Coordinator of Computer Animation	(905) 845-9430 ext. 8726
Larry Read , Professor of Technical Illustrator	(519) 824-5885



School of Animation,
Arts and Design

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January 21, 2002

To Whom It May Concern:

With pride, I wish to introduce Ken Finlayson to you. Ken, an "A" student is in his graduating year, has consistently out-performed most students in the Technical Illustration program. He always pursues projects with enthusiasm, creativity, professionalism and skill. Over and above his application of electronic technology into appropriate class projects, he is involved with quite sophisticated animated and composited applications and is currently exploring interactive CDROM technology.

My enthusiasm of Ken's capabilities are shared by other technical illustration faculty, and we wish Ken every success in his pursuit of ongoing educational and commercial endeavors. Please contact me at your convenience either in the Illustration studio classrooms or at home at 519-824-5885 should you require further information regarding Ken Finlayson.

Sincerely,

A handwritten signature in red ink that reads "Larry Read". The signature is stylized with a large, sweeping "L" and "R".

Larry Read, Professor
Technical Illustration Program