

Joseph Murad/**Freelance Artist**

c: 626.429.5425 e: jmurad@sbcglobal.net
w: www.josephmurad.com l: linkedin.com/in/joseph-murad-2794347/

SUMMARY

- Flexible, adaptable, and quick to learn to new tools and pipelines.
- Consistent track record of successfully meeting tight deadlines under pressure and strong time-management and organizational skills.
- Possess strong communication and interpersonal skills.
- Work well within a team or independently and take direction positively.
- Keen problem solving skills.

TECHICAL SKILLS

- Operating Systems: Windows, Mac, and Linux.
- 3D Software: Maya, ZBrush, Speedtree, Photoscan, Mental Ray, V-Ray, and Arnold.
- 2D Software: Photoshop, Lightroom, After Effects, Premiere, NukeX, and Microsoft Office.
- Scripting Languages: Mel and Bash

PROFESSIONAL PROJECTS

Zimmerman Advertising LLC, Fort Lauderdale, FL December 2016
CG Modeler/Prep Artist

Various Commercials

- Prepared cg assets for animation and final rendering.
- Collaborated with the art director and lead artist to maintain the client's requirement.

Practical Magic, Sun Valley, CA October 2016
Rotoscope Artist

Assassin's Creed VR

- Rotoscoped plates for a VR promo for **Assassin's Creed** film.

Zoho Projects, Remote June 2015 – July 2015
CG Modeler Lead

Responsibilities:

- Designed the main environment based on concept art for a short film.

Digital Frontier FX, Los Angeles, CA August 2014 – November 2014
CG Modeler/Previs Artist

The Audition - Martin Scorsese

- Modeled, UVed, textured cg props and environments and developed scene layout for pre-visualization, post visualization, and final rendering.
- Integrated cg set extensions with live action plates.

The Third Floor, Los Angeles, CA August 2013 – September 2013
Asset Builder

Microsoft Commercial and International Theme Park Ride

- Modeled and textured cg props and environments and set dressing for pre-visualization.

The Graphic Film Company, Los Angeles, CA February 2013 – March 2013
CG Modeler

The Night of the Living Dead: Origin

- Created, retopologized, UVed, and textured cg props and environments for cg film.

The Third Floor, Los Angeles, CA November 2012
Asset Builder

Hercules and After Earth

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- Modeled, textured, and rigged weapons and environments based on concept art for **Hercules** and **After Earth**.
- Developed lighting layout for a cg environment for **After Earth**.

The Third Floor, Los Angeles, CA

April 2012 – May 2012

Asset Builder

Godzilla (2014) and **Unreleased Film**

- Modeled, UVed, and textured vehicles, creatures, and environments for pre-visualization.
- Developed pre-visualization cg environments lighting layout for feature films.

Coverage Ink Films, Los Angeles, CA

December 2011 – February 2012

3D Generalist

The Liberator

- Created and textured cg assets to be integrated with live action plates.
- Established cg lighting for scene shots according to director's visual requirements.
- Simulated various particle effects such as falling debris, collapsing building, and dust.

Herzog and Company, North Hollywood, CA

August 2011 – September 2011

Rotoscope Artist

Pirates of the Caribbean: On Stranger Tides and **The Game of Thrones: Season One**

- Prepared and rotoscoped illustrations for menu screens for Blue-ray releases.

AD/M LLC, Remote

July 2011 – August 2011

CG Modeler

La Pasada

- Generated hard surface cg assets for a cg short film.

Prime Focus World, Hollywood, CA

June 2010 – May 2011

View-D Rotoscope Artist

Responsibilities:

- Prepared and rotoscoped plates for **Cats and Dogs 2**, **Shrek**, **Star Wars: The Phantom Menace**, **The Chronicles of Narnia: Voyage of the Dawn Treader**, **The Green Lantern**, and **Transformers: Dark of the Moon** for 3D conversion.

SWAY Studio, Culver City, CA

December 2007 – May 2010

Production Artist

Responsibilities:

- Provided support for artist and production teams.
- Prepared, organized, and archived digital assets and assembled studio reels for clients.
- Assembled studio's character reel and assisted in r & d testing for title sequences.
- Created artwork and textures for Chevrolet's **New Toy**, **New Joy** holiday commercial.

EDUCATION AND CERTICATIONS

Mount Sierra College, Monrovia, CA

Bachelor of Science in Graphic Design

UCLA, Los Angeles, CA

Certification in Linux/Unix

Gnomon School of Visual Effects, Hollywood, CA

Studied various aspects of VFX