

# **Suzanne H. Smith - Resume**

**Demo Reel online at: [www.suzannehsmith.com](http://www.suzannehsmith.com)**

**Email: [suzannehsmith@yahoo.com](mailto:suzannehsmith@yahoo.com)**

**Phone: +1 310 709 0971**

## **OBJECTIVE**

**Texture Lead / Senior Texture Painter / Look Development Artist/Character-Environment Modeling**

## **EXPERIENCE**

**Dec.'12-March'13: Prime Focus – Vancouver, British Columbia.**

**Feature VFX Films - The Great Gatsby**  
**3D Texture Painter/LookDev Artist/Lighting Artist**  
Maya, Photoshop CS5, Mari, Mudbox, ZBrush

**Oct.'11-July'12: Double Negative – London, England.**

**Feature VFX Films - Total Recall - Rush**  
**3D Texture Painter/LookDev Artist**  
Maya, Photoshop CS5, Mari, Mudbox, ZBrush

**March'11-Aug.'11: Rising Sun Pictures – Adelaide, South Australia.**

**Feature VFX Films - Journey 2 - The Mysterious Island**  
**3D Texture Painter/LookDev Artist**  
Maya, Photoshop CS5, Mari, Mudbox, ZBrush

**Dec.'08-June'10: Image Movers Digital – Novato, CA.**

**Feature Animated Films – A Christmas Carol, Mars Needs Moms**  
**3D Texture Painter – Look Development**  
Maya, Photoshop CS4, BodyPaint, Mud Box, UV work with Maya, Headus and IMD-UV

**Feb. '08 - May '08: The Jim Henson Company – Sid the Science Kid - Four episodes.**

**3D Texture Painter - Maya, Photoshop, BodyPaint, Headus UV.**

**Dec. '07 - Feb. '08: Digital Domain - Venice, CA. - Speed Racer**

**3D Texture Painter - Maya, Photoshop, BodyPaint, Headus UV.**

**March'07-Feb.'08: Magic Wand Productions – Glendale, CA.**

**Animated Television Program Production - Freelance Work**  
**3D Texture Painter – Designer**  
Maya, Paint 3D, Photoshop CS, Deep Paint, BodyPaint

**March'05-March '07: Disney Feature Animation – Burbank, CA.**

**Feature Films – Meet the Robinsons, Bolt**

**3D Texture Painter – Look Development Painter**

Maya, Renderman/Mtor/Slim/Lumiere, Paint 3D, Photoshop CS,  
Disney Proprietary Software, Intro to Python, Mel scripting

**Aug.'04-Jan.'05: Zoic Studios - Culver City, CA.**

**3D Texture Painter**

**Contract work on - Serenity (Feature film-2005), NBA TV Basketball Bumpers & ID's**

Maya, Deep Paint 3D, Photoshop

**Feb.'04-April'04: Stan Winston Studios - Van Nuys, CA.**

**3D Texture Painter**

**Contract film work on - Sky Captain and the World of Tomorrow**

**Oct.'03-Feb.'04: World of Tomorrow - Van Nuys, CA.**

**3D Texture Painter**

**Contract film work on - Sky Captain and the World of Tomorrow**

Maya, Deep Paint 3D, Renderman/Mtor/Slim, Photoshop

**Aug.'03-Sept.'03: Digital Domain - Venice, CA.**

**3D Texture Painter**

**Contract film work on - I Robot**

Maya, Deep Paint 3D, Renderman/Mtor/Slim, Photoshop

**Jan.'01-July'02: Cinesite - Los Angeles, CA.**

**3D Texture Painter, Modeler, Lighter**

**Films include: Clockstoppers - Thirteen Ghosts - Solaris - The Time Machine**

Maya, Alias StudioPaint 3D, Deep Paint 3D, Photoshop

**Mar.'00-Aug.'00: Dream Theater - Van Nuys, CA.**

**3D Texture Painter, Modeler, Layout Artist- Contract**

**Star Wars Video Game Cinematic**

Maya, Alias StudioPaint 3D, Metacreations Painter3D, Photoshop

**Mar.'99-July'99: South Park Productions - Culver City, CA.**

**Freelance Technical Director, Animator, Layout Artist**

**The South Park Feature Film - Bigger, Longer and Uncut**

Alias Power Animator

**Suzanne Smith - Resume (cont'd) +1 310 709 0971 [suzannehsmith@yahoo.com](mailto:suzannehsmith@yahoo.com)**

## **EDUCATION**

**Harvard University, Graduate School of Education, Cambridge, MA.**

**Masters of Education (Ed.M.), Concentration in Human Development and Psychology**

**Courses Include: Moral and Social Development, Growing Up in a Media World, The Psychology of Early Childhood, Cognition and the Art of Instruction, Seminar in Media Project Development, Counseling and Psychotherapy, Educational Software Design, Children and Emotion, The Problems Kids Have: Psychosocial, Developmental, and Biological Perspectives of Risk in School-Age Children, Adult Development, and Youth Culture(s): Building Difference-Breaking It Down.**

**Rhode Island School of Design, Providence, R.I. - Bachelor of Fine Arts (BFA) in**

**Film/Animation Courses Include: Animation, Illustration (with David Macaulay), Mechanical Drawing, Painting, Poster Design (with Chris Van Allsburg), Film, Video, and Computer Programming (Pascal at Brown University with Andries van Dam)**

**Tufts University, Medford, MA. /Joint Program with School of the Museum of Fine Arts, Boston, MA.**

**Majored in Art History, Studio Arts and Liberal Arts, completed undergraduate requirements in 2 years, transferred to RISD for 3 years.**

## **CONTINUING EDUCATION**

**UCLA/UCLA Extension, Los Angeles, CA. The Basic Core Program in Early Childhood Education**

**UCLA - Early Childhood Education Certificate Classes:**

**Children's Behavior Modification Techniques, The Young Child in the Family and Community, Curriculum Development and Classroom Management, Introduction to Teaching Young Children, Development in Early Childhood, Issues in Early Childhood Education, Poetry with Young Children.**

### **UCLA Extension**

**Writing Picture Books for Children**

**Character Development**

### **West Los Angeles College, Los Angeles, CA.**

**Business Law 1.**

**Abnormal Psychology, Biological Psychology, Lifespan (Developmental) Psychology, Introductory Psychology, C++ programming.**

### **Santa Monica College, Santa Monica, CA.**

**Business 1, Business 65-Management Principles.**

**CIS 59-Constructing Computer Websites.**

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## **ADDITIONAL EDUCATION**

Santa Monica College: Physics, figure modeling in clay, Airbrush Techniques

Wavefront Technologies: Wavefront Advanced Training

UCLA: C Programming, Geometry for Computer Graphics (math 169),  
Production 1(Film Production)

Massachusetts College of Art: Computer Graphics

## **PERSONAL PROJECTS IN PUBLIC EXHIBITION**

Produced Animation/Video/Painting/Music show at Eddie's Attic -- Decatur Georgia

Presented works in computer animation and oil paintings

Siggraph Boston MA: Displayed simulated rainforest

Designed installation room using slides created on Targa Tips