

Justin Mijal

Summary My latest projects consist of major motion pictures, advertising commercials, and video game cutscenes. I have experience in many aspects of visual FX including advertising CG Imagery and post-production visual FX.

I am entirely self-taught and highly motivated to learn. In general, I like to have a degree of input on all aspects of what I do, including training others or developing more efficient tools with a programming team. That drive and determination is what sets me apart from all others. I am looking forward to utilizing my talents again on future projects.

Recent Experience [12/2009 - 01/2010] **Shadowplay Studio** **Los Angeles, CA**

Modeler – “Gruma Commercial”

- Environment, prop, & character modeling.

This project required clean, fast, and detailed models for a very fast turn-around due to the upcoming historical significance to the client. I was in charge of modeling the characters and some of the props and environments.

[10/2009 - 12/2009] **CafeFX South** **Santa Monica, CA**

Modeler – “Alice in Wonderland”

- Environment and prop modeling.

My role on this project consisted of modeling and unwrapping the main terrain and props for our sequences. I was also helping out with camera setup and layout design for these shots.

[8/2009 - 10/2009] **Shadowplay Studio** **Los Angeles, CA**

Modeler – “Command and Conquer 4 Cutscenes”

- Asset management and Quality Control.
- Environment and prop modeling.

On CNC4 I took on the task of modeling very detailed and dense environments consisting of thousands of pieces of scaffolding and instanced geometry for key sequences in the game's story line. My biggest task was to build these worlds, but also keep them flexible throughout production.

[01/2009 - 6/2009] **Uncharted Territory / Sony** **Los Angeles, CA**

Lead Modeler – “2012”

- Quality control for digital assets Uncharted used in the production.
- Managed tasks assigned to the modeling team across three different software packages.
- Archival of assets from all outside vendors.

My task at Uncharted was to bring the modeling standards to a higher level. Many of the assets were to be used in time consuming simulations that quite simply could not afford to be redone. I worked on pipeline improvements, such as implementing poly reduction technology to lower RAM usage, and streamlining the integration of various other softwares into our pipeline, such as Maya and ZBrush.

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Expertise

Autodesk 3dsmax		10+ Years	RH DeepPaint3D		6+ Years
Polygonal Modeling		10+ Years	RH DeepUV		6+ Years
Polyboost		2+ Years	RH DeepExploration		4+ Years
Pixologic ZBrush		4+ Years	vRay Renderer		4+ Years
Adobe Photoshop		6+ Years	Shader Development		4+ Years
UVW Unwrapping		4+ Years	Autodesk Maya		2+ Years
Texture Creation		6+ Years	Rhino3D		3+ Years
Normal Mapping		4+ Years			

Published Works

- **"Gruma Commercial" - 2010**
Client: Shadowplay Studio
Involvement: Modeler
- **"Alice in Wonderland" - 2010**
Director: Tim Burton
Client: CafeFX South
Involvement: Modeler
- **"Command and Conquer 4 Cutscenes" - 2009**
Client: Shadowplay Studio
Involvement: Modeler
- **"2012" - 2009**
Director: Roland Emmerich
Client: Uncharted Territory
Involvement: Lead Modeler
- **"Chevy SS Game Models for MLB '08: The Show" - 2008**
Publisher: SCEA
Developer: SCEA
Client: Chevrolet / GM
Involvement: Lead Modeler
- **"Blackbird" - 2007**
Director: Joseph Kosinski
Production Company: Anonymous Content
Client: SAAB
Involvement: Lead Modeler
Awards Won: D-Show – The Craft – Video / Film / Animation
- **"Michelin – Better Mobility Website" – 2007**
Agency: Campbell-Ewald
Client: Michelin
Involvement: Lead Modeler
Awards Won: D-Show – The Craft – Digital Design / Technology / Application
D-Show – Interactive – Web Sites "Best of Show"
Link: www.michelinman.com/forward
- **"Cadillac V-Series Game Models for Project Gotham Racing 3" - 2006**
Publisher: Microsoft
Developer: Bizarre Creations
Client: Cadillac / GM
Involvement: Lead Modeler
Link: <http://projectgothamracing3.com/cars/Caddy+Pack.htm>