

Robert Melville

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OBJECTIVE

Obtain work as a freelance or full-time character artist in which my primary focus is modeling, texturing, and conceptualizing characters and props.

SKILLS

Strong understanding of human anatomy, proportions, value and form. Organic and hard surface 3D modeling, texturing, and rendering. Traditional drawing, sculpting and digital painting.

SOFTWARE

Highly skilled: ZBrush, Maya, 3DS Max, Modo, Mental Ray, V-Ray, 3D Coat, Photoshop, Headus UV Layout, Painter, Sketchbook Pro, Adobe Premiere, After Effects
Proficient: Mudbox, XSI Softimage, Bodypaint, Crazybump, Xnormal, Qube

EDUCATION

8/2006 – 8/2009
Expression College for Digital Arts, Emeryville, CA
Emeryville, CA
B.A.S. Computer Animation & Visual Effects

9/1999 – 12/2003
Northwestern University
Evanston, IL
B.S. Mechanical Engineering

EXPERIENCE

Cao Photo, San Francisco, CA

6/2010 – Present; CGI Artist

- Collaborating with photography studio in San Francisco to develop a VFX department.
- Create high resolution photorealistic renderings for product visualization, character design, and print advertising.
- High resolution modeling, texturing and rendering using a Maya/ZBrush/V-Ray pipeline.

MOVA, San Francisco, CA

4/2010 – Present; Motion Capture Artist (Freelance)

- Prep and deliver high quality motion-driven facial blendshapes for feature film
- Clean and optimize facial motion capture data using proprietary software and Maya
- Troubleshoot technical problems and work with fellow artists to optimize daily workflow

People's Republic of Animation, Berkeley, CA

6/2009 – 10/2009; Character Modeling/Texturing for PBS Nova Series "Becoming Human"

- Resurfaced high resolution digital character sculpts for rig/animation friendly topology
- Generated high resolution texture maps for the show's feature characters and props
- Created exterior matte paintings by combining 3D elements, photographic reference and hand painted textures.

Epic Systems, Madison, WI

4/2004 - 6/2006; Implementation Manager

- Managed the implementation of Epic System's Hospital Billing software suite at large scale hospital client sites, including Kaiser Permanente and Boston Children's Hospital
- Involvement in the development and expansion of Epic's implementation tools.
- Worked closely with Quality Assurance team to ensure proper workflow synchronicity and compatibility between client-driven and internal workflows

References available upon request