

# Isaac Anthony Gelman

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## OBJECTIVE

Earn my place as a character modeler helping create memorable characters for film and television.

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## SUMMARY OF SKILLS

### MODELING

- Works with polygons, subdivision, and NURBS.
- Comfortable modeling organic, hard surface, characters, and props.
- Sculpts phoneme, expressive, and corrective blend shapes.
- Creates models anticipating needs of UVs for texturing and topology for animation.

### PERSONAL

- Comfortable working and communicating within groups.
- Continually absorbs, retains, and applies creative input. I am always learning.
- Experience with rigging, texturing, and animation.

### SOFTWARE

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|-------------|----------|------------|
| • Maya      | • ZBrush | • UVLayout |
| • Photoshop | • Modo   | • PC & Mac |

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## EDUCATION

**Academy of Art University**, San Francisco, CA

Graduated – May 2010

Bachelor's Degree – 3D Modeling

**Brooks College**, Long Beach, CA

Graduated – December 2005

Associate Degree – Animation

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## PROJECTS

### ***Monkey & Robot's Flying Circus***

Collaborative short animation

Character Modeler – Monkey, Robot

### ***NeoToonami***

Online Collaborative

Model, Texture, Rig, Animate – Tom 5, Clyde

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## EXPERIENCE

**X-Play Intern** (July-October 2005)

- Deliverables

- Capture game footage

G4 Media

5750 Wilshire Blvd

Los Angeles, CA 90036

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## REFERENCES

Available upon request.