

Reynold Tagore

Modeller/Texture Artist

Website: <http://reynoldtagore.wixsite.com/reynoldtagore>
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Demoreel: <http://vimeo.com/http://vimeo.com/31882780>

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Nationality: AUSTRALIAN

Sculpting and texturing cool stuff is my passion and I always learning and push my limits to achieve my dream; work in awesome studio , working on exciting project.

CORE SKILLS:

Sculpting and texturing(Clay and digital).

Concept art

High Res & Low Res, Characters/World Modelling, Environment Art, Prop Modelling

Hard worker.

Able to learn new tools and processes efficiently

Excellent understanding of visual storytelling and the language of film

Excellent team player.

EDUCATION & QUALIFICATIONS:

Institute Course Date

University Technology of Sydney

Art and Design Master Degree 2004-2006

TECHNICAL SKILLS:

Software

Zbrush, Mudbox

Maya, 3dsmax

Bodypaint, MARI

Photoshop

Topogun UVLayout

Windows, Linux

EMPLOYMENT HISTORY:

WETA DIGITAL (January 2012-Current)

Texture Artist

ANIMAL LOGIC STUDIO (Sydney) November 2011- December 2011

CONCEPT ARTIST & CONCEPT SCULPTOR

Make concepts and sculpt them as part of a team in Art Department.

Report to Head of Art Department and Project Supervisor.

DR. D STUDIOS (Sydney) March 2011- November 2011

SURFACING ARTIST

HAPPY FEET 2

CRYSTALISED (Melbourne) May 2009-January 2011

ZBRUSH ARTIST

VORTEX AND FOOTAGE feature film

Characters, creatures and environment modelling, texturing, sculpting and concept some of the main creatures.

The People's Republic of Animation (Adelaide) Oct 2008 – Jan 2009

Lead 3D Artist

Transformers 2 (Wii, PS2)

Modeling and texturing environment , buildings and props. Maintaining quality of assets.

RED TRIBE STUDIOS (Melbourne) July 2007-Aug 2008

Character/Concept Artist

Space chimps (Xbox 360, PS3, Wii)

Designed, modelled, textured characters and environments.

Character Artist

Jumper (Xbox 360, PS3, Wii)

Designed, modelled, textured characters and environments

PHOTON VFX (Gold Coast) Jan 2007 – Jun 2007

Texture Painter

Animalia (TV series)

Textured characters and environment in painterly style.

Texture Painter

Voopa the Goolash

Textured characters and environment in realistic style.

Channel IT (Singapore) Aug 2005-Dec 2005

Illustrator

Pro Ad (Jakarta, Indonesia) Aug 2001-June 2002

Story Board Artist for TV Commercials.

LANGUAGES:

English – Fluent

Indonesian/Malay – Fluent

INTERESTS & HOBBIES:

I love sculpting creatures, monsters and cool characters.

The Lord of the Rings

Good food and travel.

REFERENCES:

Gino Acevedo

Aidan Martin

David Nelson

Creative Director

Animation Supervisor

VFX Supervisor

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