

corey dimond inc.

310-383-9326 • Los Angeles, CA • corey.dimond@gmail.com • coreydimond.com

SOFTWARE SKILLS

Cinema 4d, Maya, Unreal, Blender, Redshift, Octane, X Particles, Zbrush, Character Creator, Marvelous Designer, Substance Painter, After Effects, Photoshop, Illustrator, Premiere Pro, Midjourney, Runway.ai, Comfy UI, WonderStudio // OS X | Windows | Linux

EXPERIENCE

Designer, Animator, Technical Artist - CEO

Mar. 2018 - Present

corey dimond inc. | Los Angeles, San Francisco, Richmond, Tampa, Seoul, and New Zealand.

2d/3d Generalist / Designer

- Smashed projects with **Noise Studios, JAMM Visual, Prologue, The Mill, Buck, Elastic, Electric Theatre Collective, Imaginary Forces, Schema Media, Trailer Park, Fellow, Mousetrappe, Hammer Creative** and more.
- These were projects led by some of my inspirations. Directors like Taika Waititi, Michel Gondry, Patrick Clair, Es Devlin, M Dougherty, Eric Demeusy, Jeff Han, Beeple and Figge and more.
- WE served clients like **Apple, Samsung, Google, Facebook, Dyson, Cheetos, Olay, Honda, Apartments.com, University of Pittsburgh Medical Center, Meta, Netflix, Disney, Ping, GMC, Toyota, The NFL** and more.

Design and Animation Freelancer

Nov. 2006 - Mar. 2018

Various | Los Angeles, CA

- Gained valuable experience and dedicated my strong work ethic toward team success with studios **Hue & Cry, Ntropic, Motomo Studio, Gen Pop, Two Bit Circus VR, Picture Mill, Zoic Studios, Big Machine, Famous Group, Troika, New Zealand VFX, Deep Animation, Possible Productions.**
- **Art Direction, Look Development, Design, Lighting, Modeling, Rigging, Animation, Motion Graphics, Previs, VFX, Rendering, Comp**

Lead Motion Designer

Aug. 2021 - Jul. 2022

Moving Picture Company | Los Angeles, CA

2d/3d Generalist / Designer

- **Designed, animated, look deved, vfx,** and **supported** commercial, experiential, and television campaigns across brands like **Bang & Olufsen, Star wars, Canada Dry, Toyota, Dave, Atlanta** and more.

Illustrator and Animator

May 2012 - Oct 2014

Fulcrum Labs (formerly Ketchum Labs) | Los Angeles, CA

- **Illustration, animation,** and **writing** on **Adapt Education Courseware** Edu-tech platform.

Cinematic Animator

Jan 2011 - Sept 2011

Playstation | San Diego, CA

Facial animation on Infamous 2. Body animation and motion editing on Uncharted 3.

- **Animated** 5558 frames give or take as a **Cinematic Body Animator** for **Uncharted 3** (2011) Director: Amy Hennig, Animation Director: Thomas Bland
- **Animated** 7064 frames give or take as a **Cinematic Facial Animator** for **Infamous 2** (2011) Creative Director: Nate Fox

Facial Motion Editor

Nov 2007 - May 2010

Weta Digital | Wellington, New Zealand

Facial tracking, solving and animating on

Avatar (2009) Director: James Cameron, Animation Director: Andy Jones.

Tintin (2011) Director: Steven Spielberg, Animation Director: Jamie Beard.

- On **Avatar** (2009) I streamlined the pipeline and methodically **animated** 200 + shots with over 100 hero shots. That includes **facial animation** on background characters on over 100 shots with as many as 130 characters in a shot using **Maya** and top secret super cool **proprietary software**. The TDs were absolute monsters as you might expect.
- Helped design a pipeline, wrote documentation, and tutorials for upcoming features such as the first **Planet of the Apes**.
- In my free time I helped host a **Life Drawing** class for fellow co-workers. The talent was so great.

EDUCATION

Studio Arts | Digital Illustration - Unreal Blueprints and Sequencer, Virtual Production, Blender, Zbrush, Character Creator

Zana / Safadi Masterclass 2015 | Digital Plein Aire Concept Art workshop in Interlaken, Switzerland

Media Design School of Auckland, New Zealand | Diploma of Computer Animation with Merit

- Animation "intensive" course in fundamentals utilizing Maya and After Effects.
- *Founding member*, Rumblyngs Art Collective. Extensive Life Drawing courses.

University of New Mexico | Attended Media Arts and Studio Arts Courses.

Minneapolis College of Art and Design | Photography and Animation Summer Course