

CAMERON KAMENICKY

Modeler | 3D Artist

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Skills

Primary Applications

Adobe Photoshop
Autodesk Maya
Pixelogic zBrush
Unreal Engine 4
Autodesk Mudbox
Reality Capture
Substance Painter

Secondary Applications

Agisoft Photoscan
Quixel SUITE
World Machine
SpeedTree
Headus UV Layout
Knald
xNormal
Wrap3

Technical Skills

- Three years of professional experience in photogrammetry, scan data, and photo-realistic modeling/texturing, and visual effects.
- High-poly organic and hard-surface modeling workflows.
- PBR material workflows and from-scratch creation methods for various maps, including de-lighting for albedo, creation of curvature maps, and more.
- High-to-Low Poly workflow methods and techniques, including map baking, retopology for both static objects and riggable/animateable characters/objects, and LOD creation.
- Complex material and shader network creation techniques.
- Environmental creation principles and technical abilities, including Unreal Engine 4 landscape and foliage tools.
- Experience in the Arnold rendering engine and basic principles of lighting and animation.

Education

University of Texas at Dallas

Masters of Fine Arts - Arts and Technology
Graduated - Spring 2013

Stephen F. Austin State University

Bachelors of Fine Arts - Digital Media and Cinematography,
minor in Creative Writing
Graduated - Spring 2010, Cum Laude
Dean's List - 2006 - 2010

Work/Education

Work Experience

Sr. Technical Artist, Oct. 2014-Present Captured Dimensions

- Used scan data to create models and textures for use in ultra-realistic 3D printing and digital renderings, as well as using real-world data as a basis for stylized assets.
- Voluntarily took lead of projects with strict deadlines and coordinated team efforts to produce highest quality results.
- Led team efforts in exploring new opportunities and techniques to stay innovative in the marketplace.
- Spearheaded explorations into new applications and techniques to improve product quality standards.
- Headed training and education of new employees.
- Created new workflow patterns to improve the quality of delivered assets.
- Worked both in-house with production team, and as an offsite freelance agent.

Freelance: Cover Artist, Sept 2016-Present Self-employed

- Utilized Photoshop skills to create cover art for multiple authors through commission.
- Worked both independently and directly in contact with clients to produce covers for Best Selling works.

Freelance: 3D Artist, Aug. 2015-Sept 2015 Cyanide and Happiness

- Constructed and animated 3D assets for use in Season Two of the "Cyanide & Happiness Show".
- Constantly in communication with the art directors to ensure correct styles were achieved.
- Created multiple solutions to unexpected problems brought up by the directors during the production process.

Past Projects

Major Film/TV Productions

Passengers

Logan

Alita: Battle Angel

Justice League

Guardians of the Galaxy Vol. 2

Granite Mountain

Fear the Walking Dead

Midnight, Texas

Black Panther

A Wrinkle in Time

Bird in a Cage

Student directed/created 3D animation short in association with The University of Texas at Dallas.

Roles - lead animator, asset modeler, lighter

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