

Joshua Quiambao

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Greetings, my name is Joshua Quiambao, I am a Vancouver based CG Artist with close to 6 years' experience in CG Animation and VFX Industry with proficiencies in Layout, Modeling, Texturing/Shading and Lighting.

I am currently a Layout and Camera Matchmove Artist at Rodeo FX, where I have worked on MIB International, Stranger Things S3, The Aeronauts, Zombieland Double Tap, IT Chapter 2, Bloodshot, Jumanji The Next Level, Raising Dion Season 1. Prior to working at Rodeo I was at MPC as a Lead Layout Artist. There, I have worked on a variety of shows like Dumbo, Underwater, Disney's The Nutcracker and The Predator. I also have experience at Method Studios Vancouver in Layout, working on King Arthur, Fantastic Beasts, Guardians of the Galaxy 2, Okja, Spider-Man Homecoming and Justice League. In my time as a Layout Artist, not only I have a proficiency in ingesting and assembling matchmove and roto animation data, I have proficiencies in set dressing, set extensions, creative camera animation, pre and post-vis of full cg shots, applying retimes on shot elements, proxy modeling, camera matchmove, body matchmove and animation blocking.

In CG Animation, I worked at Atomic Cartoons as a Modeler on Little Charmers and Beat Bugs. I also worked at Scanline VFX Vancouver as a 3D Generalist, where I started my career working on Pompeii, Captain America 2 The Winter Soldier, Godzilla and Divergent. As a Generalist my contributions to those productions were varied, as I was tasked with Modeling, Texturing/Shading, Look Dev, UV mapping and Layout.

Ever since watching such movies as the Matrix and Toy Story I was inspired to get into CG. Because of this, I have been and will always continue to evolve my art to match and to surpass.

In preparation for being a professional in CG, I have received training at Vancouver Film School, BCIT and Think Tank Training Centre. At those Institutions I have become proficient in Maya, 3DS Max, Softimage, Mari, Nuke, Zbrush and Adobe Photoshop, just to name a few. Upon graduating into CG, I now have a solid ability to develop models in various degrees of style and detail.

With this position, I hope to gain experience and advance my career in the industry starting from the ground up so that I may access my potential in more areas of CG.

Sincerely,

Joshua Quiambao

3D Artist

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