

Joshua Quiambao

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PROFILE

Joshua Quiambao is a 3D artist with a well-rounded background in Layout, Modeling and Texturing. Currently looking to step up his career and skill set, Josh is looking to transition his career to the next level. Website includes Industry work from past projects and modelling demo reel using Maya, Zbrush, Mari and Nuke.

SKILLS

SOFTWARE

Autodesk Maya, Softimage, 3DS Max, Mudbox, Pixologic Zbrush, Shotgun, Adobe Photoshop, Premiere and After Effects, The Foundry Mari and Nuke, Marvelous Designer, Headus UV Layout, Keyshot, 3D Equalizer, Mental Ray and V-Ray.

QUALITIES

Ability to follow and maintain design, Adaptable to change and challenge, Organized in naming conventions and file directories, team-oriented and has a keen eye for detail. Amiable to constructive criticism; Strong ability to communicate. Strong sense of self-direction, Always studying and learning; Efficient without compromising quality

WORK HISTORY

Rodeo FX, Montreal, QC

Layout & Matchmove Artist

Dec 18 to Present

- MIB International, Stranger Things S3, The Aeronauts, Zombieland Double Tap, IT Chapter 2, Bloodshot, Jumanji The Next Level, Raising Dion S1.
- Camera & Body Matchmove, Post Vis Camera, Animation Blocking, Applying Shot Retimes, Matchmove and Roto animation ingest.

Moving Picture Company - MPC, Montreal, QC

Lead Layout Artist

Aug 2017 to Dec 18

- Dumbo, Underwater, Justice League, Disney's The Nutcracker And The Four Realms, The Predator, The Greatest Showman.
- Set Extensions, Setdressing, Post Vis Camera, Animation Blocking, Applying Shot Retimes, Mentoring Junior Artists, Shot Tasking, Pre-Vis Shot Blocking, Matchmove and Roto animation ingest.

Method Studios, Vancouver, BC

Layout Artist

Nov 2015 to Jun 2017

- King Arthur, Fantastic Beasts, Guardians of the Galaxy 2, Okja, Spider-Man Homecoming, Justice League.
- Set Extensions, Setdressing, Creating Layout Proxys, Shotcam Animation Blocking for full CG shots, Post Vis Camera, Applying Shotcam Retimes, Some Modeling and Texturing.

Atomic Cartoons, Vancouver, BC

CG Modeler

Jan 2014 to Nov 2015

- Little Charmers, Beat Bugs.
- Modeling, Texturing/Shading, UV Mapping.

Scanline VFX, Vancouver, BC

Junior Generalist

Sept 2013 to Dec 2013

- Pompeii, Captain America 2 The Winter Soldier, Godzilla, Divergent.
- Modeling, Texturing/Shading, Look Dev, Layout, UV Mapping.

EDUCATION

Think Tank Training Centre

3D Mentorship Program

Specialized in photo-real Character modeling and texturing.

Mar 2012 to Jan 2014

BCIT

Certificate of Digital Animation

Specialized in photo-real Character modeling and texturing.

2009 to 2010

Vancouver Film School

Certificate of 3D Animation & Visual Effects

Specialized in photo-real Character modeling and texturing.

2007