

# Tristan Maduro

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## PROFESSIONAL EXPERIENCE

- Yahoo! Entertainment**, Santa Monica, CA 2007  
Designer, 2D/3D Artist, Animator
- Creative concept development and art direction for HD webcast.
  - 2D/3D Motion graphic design, animation and compositing.
  - Projects:
    - Word* - Graphics package 2007
- Zoic Studios**, Culver City, CA 2007  
3D Artist and Lead Compositor
- Art direction / 3D research and development
  - 2D/3D animation, texturing and compositing.
  - Projects:
    - Toyota* - ATP commercial
    - Protect and Serve* - Television Pilot 2007
    - Pure Insurance* - PUR commercial
- New Wave Entertainment**, Burbank, CA 2006-2007  
Designer, 3D Artist and Compositor
- Creative concept development, art direction for SD/HD broadcast.
  - 2D/3D Motion graphic design, animation, rigging and compositing.
  - Motion control camera animator and previz artist.
  - Projects:
    - Disney Channel* - Graphics package 2006
    - Battlestar Galactica* - HD-DVD
    - The Next Best Thing* - Main Title
    - The Bourne Ultimatum* - HD-DVD
- Arnson Communications**, Hollywood, CA 2005-2006  
Designer, 3D Artist and Compositor
- Primary 3D artist using Alias Maya in the creation of high resolution (10,053 x 720), seamless cylindrical 3D animated motion graphic design and 3D environmental design for HD broadcast
  - Projects:
    - Electronic Arts* - E3 tradeshow 2005-2006
    - Electronic Arts/NBA TV* - Graphics package and cross promotional content 2005-2006
- V Squared Labs**, Burbank, CA 2002 - 2006  
Lead Artist and Animation Director
- Creative concept development, art direction and design for multi-screen environmental installations.
  - Primary 3D artist using Alias Maya (modeling, character setup, animation, dynamics and rendering) in the creation of 3D animated scenery, character animation, visual effects and motion graphic design
  - Responsible for managing a group of artists in the technical implementation of the Creative Director's vision
  - Projects:
 

<ul style="list-style-type: none"> <li>-<i>Armani</i> - Fashion Week Show</li> <li>-<i>Red Hot Chilipeppers</i> - UK Tour</li> <li>-<i>Sting</i> - World Tour</li> <li>-<i>Beyonce</i> - World Tour</li> <li>-<i>The Butterfly Effect</i> - DVD Menus</li> </ul>	<ul style="list-style-type: none"> <li>-<i>Ice Club Las Vegas</i> - Graphic Installation</li> <li>-<i>Bon Jovi</i> - World Tour</li> <li>-<i>Jay Z</i> - Showtime Special</li> <li>-<i>Korn</i> - Ozzfest / DVD Menus / U.S. Tour</li> <li>-<i>Billy Idol</i> - Music Video visuals</li> <li>-<i>50 cent</i> - Anger Management Tour</li> </ul>
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**V Squared Labs (continued)***-Sandra Collins* – Visual Music DVD / WorldTour*-JCPenny* – Broadcast Design / Concert Visuals**Freelance****2000 – Present**▪ **Music Video Visual Effects**

-Busta Rhymes

-Samantha Mumba

-Nappy Roots

-Musiq

-Monica

-Kanye West

-Master P

▪ **3D Animation**

-Pioneer

-Sonicare

-CBS

-Dunlop

-Mattel

-FOX

▪ **Motion Graphic Design**

-Nintendo

-House of Blues

-Sprint

-Performance Products

**Jim Henson's Creature Shop**, Burbank, CA**1997 – 2001**Lead Animatronics Designer and Mechanical Shop Supervisor

- Responsible for design and fabrication of animatronic puppets for feature film and television
- Also responsible for the coordination of teams of mechanical designers during production
- Projects:
  - Jack Frost*
  - Cats and Dogs*
  - Stuart Little 2*

**The Character Shop**, Chatsworth, CA**1996**Animatronics Designer, Puppeteer and Set Technician

- Projects:
  - Chivas Regal*
  - Bud Frogs*
  - Bud Frogs, Gator*
  - Xerox, Dream Color*
  - The Phantom*
  - Escape from L.A.*
  - Mimic*

**Chris Walas Inc**, San Rafael, CA**1995**Special Effect Designer, Sculptor, Painter

- Projects
  - Virtuosity*
  - Ace Ventura Pet Detective 2*
  - Homeward Bound 2*
  - The Phantom*
  - Alaska*

TEACHING/CONSULTING**Gnomon School of Visual Effects**, Hollywood, CA**2007**Introduction to Compositing

- Responsible for classroom instruction and specialized curriculum

**The DR Group**, Hollywood, CA**2001**Adobe After Effects Instructor

- Responsible for classroom instruction and specialized curriculum

**SOFTWARE SKILLS**

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|-----------------|-----------------|------------|
| ▪ Maya          | ▪ Photoshop     | ▪ HDR Shop |
| ▪ Mental Ray    | ▪ Illustrator   | ▪ Zbrush   |
| ▪ After Effects | ▪ Final Cut Pro | ▪ Mudbox   |
| ▪ Real Flow     | ▪ Boujou        |            |

**EDUCATION**

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**Gnomon School of Visual Effects** **2002 – 2004**

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|-------------------------------|--|-------------------------|
| ▪ Courses:                    |  |                         |
| -Animation and Visual Effects |  | -Character Skinning     |
| -Lighting and Rendering       |  | -Dynamics and Effects 1 |
| -Surface Modeling             |  | -Dynamics and Effects 2 |
| -Organic Modeling             |  | -Image Based Techniques |
| -MEL scripting                |  |                         |

**Video Symphony - TV & Film Post-Production Institute** **2000**

- Courses:
- Adobe After Effects
- Pro Tools

**California State University, Fullerton** **1994**

- Courses:
- Prosthetic Make-up for film

**San Francisco City College** **1994**

- Courses:
- Machine Shop

**School of the Arts High School / SOTA, San Francisco, CA** **1990 - 1994**

- Courses/Majors:
- Media Arts / Video & Film Production
- Visual Arts / Drawing, Painting & Sculpture

**Richard Stead Enterprises, San Francisco, CA** **1990**

- Courses:
- Theatrical Make-up and Prosthetics