

Jeremy Lei Ontiveros

CG Artist

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(562) 688-9329

EXPERIENCE

Engine Room

3D Artist

(July 2009)

- Report to CG Supervisor for shot to work on for the day
- Light to match all CG elements to the shots assigned to me and render out the proper passes for the compositors
- Check all renders and make sure they went through and send them off to the compositors

Sony Imageworks

Intern

(April 2009 - January 2009)

- Report to my mentor every week for critique
- Make sure all suggestion from my mentor have been corrected and understood
- Present corrected work to mentor the following week for approval

Jeh Lei

Generalist / Designer

(December 2008 - June 2007)

- Designed all characters and marketing materials
- Lite and photographed all products for catalog
- Managed all phases of project tasks including concept to final composite, creation, manufacturing and distribution

Haunted Media Magazine

Compositing / Lighting / DVD Design

(January 2005-2008)

- Managed all lighting setups for photo shoots and CG lighting
- Composite and designed DVD assets for menus and video segments
- Animated all DVD menus and any characters, as required

SKILL SET / QUALIFICATIONS

Knowledge of: Maya, Photoshop, ZBrush, Shake, Fusion, After Effects, Mudbox

Skills: Lighting, Animation, Compositing, Environment Modeling, Shading

EDUCATION

- **Gnomon School of Visual Effects** (2007-2009)
CG Certificate Program – 21 months