

Isaac Gelman

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IsaacGelman.com

EXPERIENCE

Santiago of the Seas - Lead Character Modeler
- Sculpting characters and reviewing assets

Nickelodeon Animation Studio
October 2018– Present

Shimmer & Shine - Character Designer
- Sculpting characters and reviewing assets

June 2015 – October 2018

Wallykazam! - Background Layout Designer
- Developing mockup models from concepts

April 2014– June 2015

Big Hero 6 - Modeling Apprentice
- Modeling characters and clothing
- Creating sets dressings and props

Walt Disney Animation Studio
April 2013 – April 2014

Kung Fu Panda: LoA - Character Modeler
- Modeling characters and UV layout
- Creating facial rig deformers

Nickelodeon Animation Studio
November 2010 – April 2013

Freelance Clients

- Nickelodeon Development - Universal Kids
- Duncan Studios

SUMMARY OF SKILLS

- Modeling characters, environments and props with clean topology and UVs
- Working with designers and directors to adapt their visions to CG
- Adapting my work flow and deliveries to best suit the needs of the production

SOFTWARE

- Maya
- ZBrush
- Photoshop
- Marvelous Designer

EDUCATION

Academy of Art University, Graduated – May 2010
Bachelor's Degree – 3D Modeling

Brooks College, Graduated – December 2005
Associate Degree – Animation

REFERENCES

References available upon request