

Nick Loizides

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WORK SAMPLES

- Web Portfolio: CG Film / Commercials: www.nickloz.com/cg.html
- Web Portfolio: Director / Cameraman, Film / Commercials: www.nickloz.com/film.html

SPECIALIZATIONS

- Organic and industrial design poly modeling (some knowledge of nurbs), hair / fur, texture, camera animation, lighting and rendering.
- 2D VFX, compositing, rotoscoping, FX and matte painting
- Lighting – Still Photography & (Extensive experience, 20 years of real world lighting as a cinematographer.)

SOFTWARE PROFICIENCIES

Softimage XSI

- Organic modeling in subdivision and none subdivision surfaces
- Facial blend shapes
- Industrial design modeling in subdivision and none subdivision surfaces
- UV mapping and texturing creating shader networks
- Hair and fur

Maya

- Organic modeling in subdivision and none subdivision surfaces
- Industrial design modeling in subdivision and none subdivision surfaces
- UV mapping
- Texturing
- Camera layout, animation

Mental Ray

- Mainly for film and TV Commercial production

Photoshop

- Highly experienced in creating photorealistic images and textures
- Used Photoshop (since version 2.0)

After Effects

- Extensive experience with rotoscoping VFX and compositing 2D / 3D elements

Particle Illusion

- Creating smoke, fire, fluids, etc.

Final Cut Pro HD

- Extensive experience in none linear editing and film editing.

Additional Commonly Used Software

- Painter, DVD Studio Pro, Digital Performer, Adobe Illustrator, Go Live and In-Design.

Operating Systems

- Fluent in both Mac, Windows and 3 months using Linux.

CG EXPERIENCE

Motion Theory.

2010

CG Artist

(commercials) *NCAA, Disney World Paris, Disney Castle End tag, IBM, Target, Toyota, Michelob, Expedia,*

- Modeling, Texturing.

Rednavel Flmworx, inc.

2009

VFX Artist

Once Fallen (Feature)

- Modeling, Tracking, particles, Animating, Compositing.

Dead Man's Bluff (Feature)

2009

VFX supervisor and CG Generalist

Dead Man's Bluff (Feature)

- Design, Modeling, Texturing, Animating, lighting and Rendering

- Look FX**, Hollywood, CA 2009
Environment Artist
Tekken (Feature based on the video game)
 - Design, Modeling, Texturing, Animating, lighting and Rendering

- Ring of Fire**, Los Angeles, CA 2009
CG Generalist
UPS Whiteboard. "Belt Tightening" and Metro PCS "Nessie" (TV Commercials)
 - Modeling, Texturing, lighting and Rendering

- Asylum FX**, Los Angeles, CA 2008/2009
Modeler & UV layout
Terminator Salvation, Duplicity, Gentleman Bronco, The Sorcerer's Apprentice, Gforce (Features)
Hershey's Kisses "Off to work we go" (Commercial)
 Poly / Nurb Modeling and UV layout.

- Ring of Fire**, Los Angeles, CA 2008
CG Generalist
Pink Floyd (Venue Design), *Nicleback* (Music Video)
 - Modeling, Texturing, lighting and Rendering

- Mind Over Eye**, Los Angeles, CA 2008
CG Generalist
 National TV Commercials – Nestle's Coffee-Mate, Mattel Hot Wheels.
 - Modeling, texturing, lighting, Rendering and compositing.

- Rocket Studio**, Los Angeles, CA 2008
CG Generalist
 Automotive work for Print and internet - Mercedes, Lexus, Infinity, VW
 - Modeling, Texturing, lighting, Rendering and compositing.

- Ring of Fire**, Los Angeles, CA 2008
CG Generalist
GM (TV Commercial)
 - Modeling, Texturing, lighting and Rendering

- Uncharted Territory**, Sony-Columbia, Los Angeles, CA 2008
CG Generalist
2012 (Feature Film)
 - Environment Modeling, texturing

- Ring of Fire**, Los Angeles, CA 2008
CG Generalist
Trane (TV Commercial)
 - Modeling, Texturing, Matte Painting, lighting and Rendering

- Hydrogen Whiskey Studios**, Santa Monica, CA 2008
CG Generalist
Saint's Row 2 (Cinematic Game Trailer)
 - Modeling and Texturing

- Proof, Inc.**, Los Angeles, CA 2008
CG Generalist

ENI (TV Commercial)
 ▪ Modeling and Texturing.

Duck Studios, Los Angeles, CA 2007 – 2008
Lead Artist
Toy Story: The Musical for Disney
 ▪ Modeling, Texturing and Lighting.

PowderKeg, Great Barrington, MA 2007
CG Artist
Star Trek (Theme Ride)
 ▪ Environmental Modeling and Texturing

Via Rodeo, Beverly Hills, CA 2007
CG Generalist
One Rodeo (Architectural Presentation)
 ▪ Hi-poly Environmental Modeling and Texturing

Visual Concepts | Take-Two Interactive, Inc., San Rafael, CA 2006 – 2007
3D Environmental Modeler
NBA 2K7 for(Xbox360) a AAA game and *All-Pro Football 2K8* (Xbox360) a AAA game.
 ▪ Environmental Modeling, Texturing and Lighting
 ▪ Worked with VC proprietary shaders, lighting and building the game on the XBOX 360

Pixel Liberation Front, Venice, CA 2005
CG Generalist
Stay Alive (Feature Film)
 ▪ Modeling, Texturing and Lighting
 ▪ Working with PLF's proprietary shader manager
 ▪ Stay Alive was a Spy Glass Entertainment/Disney film directed by William Brent Bell

Pixel Liberation Front, Venice, CA 2005
CG Modeler
Superman Returns (Feature Film)
 ▪ Modeling
 ▪ Warner Bros. feature directed by Brian Singer

Motorola, Los Angeles, CA 2005
CG Artist | Director Clients: Motorola, Maserati and Pininfarina
The Maserati Birdcage (Video Promo)
 3D Modeling and Lighting as well as overall project Director

Omaton Studios, San Clemente, CA 2004 – 2005
Character Modeler
The Barnyard (Animated Feature Film)
 ▪ Character modeling, blend shaping and hair/fur dynamics
 ▪ The film was released by Paramount and directed by Steve Oederkerk

Independent Development, Los Angeles, CA 2003 – 2006
Lead CG Artist | Director
2052 (Working Film Title)
 ▪ Character and Environmental Nodeling, Texturing and Lighting
 ▪ Overall direction and project management

ADDITIONAL RELEVANT EXPERIENCE

- TV Commercial Director-Cameraman
- Live action feature film cinematographer
- Graphic design
- Music video cinematographer
- Extensive background in still photography
- Production design
- Prop/Set design and construction
- I have also been involved in fine jewelry making from the age on sixteen, so my attention to detail is insane (when need be)

EDUCATION

Softimage (2004)

- XSI training at Omaton Studios

SteadyCam™ (1993)

- Certified Operator with Cinema Products.

Saddleback College, Mission Viejo, CA (1989 –1990)

- TV Production
- "*Lifestyles*" Channel 46, Orange County, a weekly 30-minute video magazine show

Brighton Film & Video Workshop, University of Sussex, England (1983)

- Sound Recorder for 16mm shorts
- Experience in 16mm Editing
- Extensive work in 3/4 Video

John Cass School of Art, London, England (1982)

- Fine Jewelry Enameling,
- Specializing in Antique Fine Jewelry, i.e., Cartier, Faberge, Lalique and Tiffany Co.

H B. Smith & Son Jewelers, Brighton, England (1978 – 1983)

- 5 years Apprenticeship in fine jewelry design and manufacturing