

FIRST NAME / SURNAME

ZENO PELGRIMS

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Work Experience

**MODELING INTERN
MOVING PICTURE COMPANY
JUNE - AUGUST 2014**

Received the amazing opportunity to co-sculpt the 15m tall Mantis for Goosebumps (2016).

**FREELANCE
SEPTEMBER 2015**

Sculpting of a character for an unannounced animation project.

**FREELANCE
3D WORLD MAGAZINE
OCTOBER 2015**

5 Page tutorial commission on creating a still life using Maya, Arnold (alShaders) and Nuke.

**MODELING INTERN
GRID ANIMATION
JUNE - AUGUST 2015**

Time spent working on several assets for an unannounced project and also developing a camera painting tool for Maya using Python which determined the geometry and texture detail depending on the camera to object distance.

Education

2013 - 2016

Computer Animation Arts
National Centre of Computer Animation, Bournemouth

Field of interest

The part of the pipeline I'm most interested in certainly is look development and lighting. That being said, I also spend a lot of time modeling, sculpting and texturing.

Awards & Features

PATH TRACER	3D Total Excellence Award & featured on front page 3D Creative magazine - 5 Page tutorial 3D Artist magazine - Technique focus 3D World magazine - Showcase section
STILL LIFE	Anders Langlands' alShader Library landing page artwork 3D Total Excellence Award & Tutorial featured on front page
INTERNET EXPLORER	CreativeBloq article on how to get started in the animation industry
GAUTHIER THE HAPPY CHEF	3D Artist Magazine - Gallery section 3D Total Excellence Award / Featured on front page Brazil Digital Mag - 3 page article
ANATOMY FOR THE ARTIST	3D World Magazine - First two pages of the showcase section.
OTHERS	Advanced Photoshop Magazine: Interview about the usefulness of Photoshop in the 3D Pipeline. CGVisuals - Interview about my work

Recommendations

PATRICK HARBOUN LEAD MODELLING & TEXTURING ARTIST AT MPC	"Zeno was amazing to work with. Any job assigned to him was in good hands - he handled creative problems by himself and the result was awesome. On top of that, he was bursting with inspiration and would always come up with alternative solutions, proving that he was understanding the bigger picture. Moreover, he was avid to acquire new skills, both technical and artistic. He had a contagious positive attitude that was sorely missed when he left."
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VALERIA DI GABRIELE
PRODUCER AT MPC

"Working with Zeno was awesome. His attention to details and his artistic & technical knowledge helped us a lot during our work. He is a young and talented guy, he is aware about deadlines and he was always a fast and reliable person. He handled different level of tasks with a professional attitude. I hope to work again with him in the future."

ALBERTO CASU
ENVIRONMENT TD AT MPC

"I had the pleasure to work with Zeno during his time at MPC. You won't find anyone more truly passionate about the art of CG. He has a perfect understanding of the whole pipeline, he is very detail oriented and his meticulous approach makes him very effective when it comes to produce a production-ready asset. I'm definitely looking forward to work with him in the future."

Software Skills

PROFICIENT

Maya, ZBrush, Mari, Nuke, Arnold, Marvelous Designer, V-Ray, XGen, Several Adobe packages, Several unfolding software

Languages

FLUENT

English, Dutch / Flemish (mother tongue)

OTHER LANGUAGE(S)

Python (capable of writing pretty fluently), C++ (base knowledge)

About myself

I'm a young guy, following my passion for telling stories through CGI where ever it takes me.

.. And I'm probably waiting for some uncompleted render buckets!