

12211 100th Ave.
Surrey BC
V3V 2W9

604-788-1834
nick@smolyn.org
www.smolyn.org/nick

Nick Smolyn

Skills

Technical & Computer

Experienced with Maya, Vue, Nuke, Softimage XSI, Frostbite 2 game engine, Discreet Combustion, Adobe Photoshop, Premiere and After Effects. Some experience with Boujou and 3D Studio MAX

Artistic

Always improving and learning more in photography and cinematography: such as composition, lighting and evoking emotion.

Experience

May 2012—Aug 2012

Image Engine

Vancouver, BC

Feature Films *Elysium* and *RIPD*

Layout Artist

Placing assets in correct positions, lining up and animating against live action plates and full CG shots. Made and animated cameras for full CG shots. Used Nuke to comp shots together.

Oct 2011 – May 2012

Rainmaker Entertainment

Vancouver, BC

Feature animated Film “*Escape From Planet Earth*” (Second iteration)

Senior Shot Finalist

-Making sure quality and continuity is established to shots as they move through the pipeline. By tweaking and fixing animation errors, investigating and fixing/redirecting modeling/surfacing/rendering errors.
-Setting up/applying animated screen textures called Googs onto geometry and implementing into the pipeline
-Preparing/layering/Cleaning Matte paintings in photoshop for Lighting/Comp

June 2011-- Oct 2011

Electronic Arts Canada

Burnaby, BC

Cinematic Trailers for *Need for Speed the Run*

Previs/ Capture Artist

Prevised a lot of coverage in Maya, implemented, then captured footage real time with the Frostbite 2 game engine. Lots of problem solving and troubleshooting involved with the game engine.

Sept 2008 – June 2011

Nitrogen Studios

Vancouver, BC

Children’s TV series “*Thomas and Friends*”

Lead Environmental Artist

Prepping sets in Maya then creating, lighting and rendering detailed terrain and foliage using the program Vue.

Layout Artist

Helped out Layout department whenever they needed it.

Jan – July 2008

Rainmaker Animation

Vancouver, BC

Feature animated Film “*Escape From Planet Earth*” (First iteration)

Previs/Layout Artist

Created shots, from previs to final layout, which included cinematography, modeling props, animating, lighting, texturing: anything that best represented the story to its fullest before animation with direction from the director and the DOP.

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April 2007 – Dec 2008 Vanguard Animation Vancouver, BC

Feature animated Film “Space Chimps”

Layout Artist (June – Sept)

With direction from DOP made fixes and revisions to shots, broke out shots from scene file, made new camera shots from scratch when needed, made rough animations to characters/props and timed them correctly, and adjusted the Depth of Field.

Matte Painting Placement (Oct – Dec)

With direction from the art director, place matte paintings in scene and adjust accordingly.

Production Assistant (April – May)

Doing random jobs for any department when needed, e.g. Photoshop work, making animation shot lists, research. Run errands, clean lunch area, pickup breakfast and lunch. .

Sept – November 2003 Insight Film and Video Production Vancouver, BC

CG Artist

Added CG Effects to live action movies.

Jan 2002 – March 2002 Vancouver Film School Vancouver, BC

Teaching Assistant

Helped VFS 3D animation students with technical and artistic problems

Education

Oct 2001 – Dec 2001 Scholarship Program	<i>Vancouver Film School</i>	<i>Vancouver</i>
Jan 2001 – Oct 2001 Graduated from 3D animation Program	<i>Vancouver Film School</i>	<i>Vancouver</i>
1999 – 2000 Fine Arts Program	<i>Kwantlen College</i>	<i>Surrey</i>

References

Steven Elford

CG Supervisor at Rainmaker on Escape from Planet Earth
CG Supervisor at Nitrogen Studios
Head of Layout/VFX Supervisor at Vanguard on Space Chimps
(778) 858 – 4725
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Lee Alexander

Layout Supervisor on RIPD at Image Engine
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Nick Smolyn

Zondac Gibson

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Head of Layout on Escape from Planet Earth
Lead Layout artist on Space Chimps
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Jericca (Rikki) Cleland

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