

Rawad Sarkis

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Objective: To obtain a full-time position in the 3D animation field, with an emphasis on character or environment modeling. Seeking a challenging team environment where I can develop my skills and utilize my passion for visual storytelling to contribute to film or gaming productions.

www.Animillweb.com

Experience

4/2009- present

Freelance and personal projects

- Produced Illustrations as an off-site Freelancer for an educational book in mathematics for the Science Education center in Lebanon
- Sculpted a full male character improving the Zbrush to Maya workflow and anatomy study
- Developed a complete character in one week – including design, modeling and texturing - in response to a request from Omation Studios

11/2008 – 03/2009

Learning Maya 2008

Adapting and learning Maya From Modeling to Rendering, and basic rigging.

03/2008 – 06/2008

Compositor/Modeler/Texturer

Rainmaker, Vancouver, Canada

Textured and modeled vast sets of fields and valleys following the specific concept arts, and composited shots of various locations for lighting using Shake for straight to DVD's animated movies.

- Textured an entire valley of flowers in it's 3D space that's at least 16X greater than the mid to close up shots in case there were any changes in the camera direction
- Modeled and Textured an Entire Valley in a Cartoony style that follows up closely to the Concept art
- Gathering all the rendered elements of a shot and calibrated the lighting in compositing using Shake
- Unwrapped, modeled and textured props for digital sets

02/2007 – 11/2007

Matte Painter/Modeler

Anthem VFX, Vancouver, Canada

Produced Matte paintings of set extensions or created sets from scratch from the green screen shots, modeled and textured prop sets and low-poly digital doubles of the actors for the sci-fi mini TV series "Tin-Man"

- Worked on an epic flythrough shot with a collaboration of 7 Matte painters and modelers by creating and designing an entire block from the ground up
- Textured, Lit, and rendered a nightclub scene and matte painted the cobblestones
- Designed one connecting shot from scratch to fill in between a gap

05/2005

Graphic Design Intern

Shmaly & Shmaly Printing Co., Lebanon

Produced illustrations for a national history book about printing

06/2002

Graphic Design Intern

TBWA RIZK advertising, Lebanon

Produced illustrations for the pamphlets of the national electricity company

Awards

Won 2nd place on an online Matte Painting competition at cgchannel.com judged and hosted by Jonathan Berube (Vfx supervisor at Blizzard). The theme was called "The Boston Grid" and I received the prize on October 5th, 2009.

Education

- 10/2005 – 10/2006 **Vancouver Film School** **Vancouver, Canada**
Modeling and Visual Effects
Special concentration on modeling and texturing.
- Environment, organic, and hard body
 - Compositing in After Effects 6.5
- 10/2002 – 06/2005 **Notre Dame University Lebanon** **Louaize, Lebanon**
Bachelor of Arts - Graphic Design
- Special concentration on Moving Images
 - Selected projects:
 - Logo design for a filming company
 - Design of a location map for a major night-life area
 - Redesign of the University Magazine
 - Photography for a documentary on Lebanese roads
- 10/1987 – 06/2002 **Saint Joseph School** **Cornet Shahwan, Lebanon**
Lebanese Baccalaureate – Life Sciences
- Completed beginner-level courses in 3D Studio Max (on weekends)

Computer Skills

Softimage XSI (v. 4.2 to 6.0), 3D Studio Max (v. 3 to 6), Photoshop (v.6 to CS3), Illustrator (v.10 to CS), DreamweaverMX, FlashMX 2004, Maya 7/2008 , After Effects 6.5/7 , Zbrush 2.0 and 3.0 , Modo 2.0

Languages

Fluent in English, French and Arabic

Extracurricular activities

- Completed intermediate level courses in 3D Studio Max at an animation institute (Animation Xperts) (summer 2003)
- Avid collector of comic books (Manga, Science Fiction, Fantasy, Comedy)
- Photographer Hobbyist
- Practice, digital sculpting and painting/illustration during my spare time

Personal

Dual Canadian and Lebanese Citizen