

Cameron Thomas

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PROFILE

Experienced 3D Modeler with an excellent eye for detail. Works best in a team-based, fast-paced, deadline driven environment.
Extremely fast learner; can pick up new programs and processes easily.
Strong knowledge of film principles and both practical and digital aspects of filmmaking.

EDUCATION

Bachelor of Science - Media Arts and Animation
The Art Institute of California - Sacramento
Graduated 2016

SKILLS

3D Modeling and Animation in 3DS Max, Maya, MODO, ZBrush, Rhino
Image Manipulation and Graphic Design in Photoshop, InDesign, Illustrator
Machine Operation including 3-axis CNC, 6-axis KUKA robot, FDM & SLA 3D printers
Editing, Motion Graphics, and Compositing in Premiere, Final Cut, After Effects

SCREENINGS

06/2016

“Snap” Colonial Theater, Sacramento

Writer, Director, Modeler, Animator

Wrote and directed an animated short film. Modeled vehicles and environments in addition to animating three different characters.

05/2015

“Kibblez ‘N B!#@h” - Guild Theater, Sacramento

Animator

Collaborated with a small team of students to create a short animation. The film won a Next Talent Award from The Art Institute of California, Sacramento in 2016 for “Best Animation Studio Production.”

EXPERIENCE

01/2017 - Present

E-Filliate, Inc. - Rancho Cordova, CA

Graphic Designer / 3D Specialist

Used the Adobe Creative Suite to create print designs for mobile accessory packaging. Designed several consumer products and provided design specifications to production facilities in China. Utilized MODO and Rhino to model and render various product and package designs. 3D printed product designs using both FDM and SLA printers.

05/2016 - 12/2016

The Party Concierge - Sacramento, CA

3D Modeler / Fabricator

Responsible for creating 3D models for fabrication in various materials, and overseeing the fabrication and finishing of those models. Programmed and operated CNC machines. Coordinated with Design, Fabrication, and Production Teams to create themed setups based on client specifications.

11/2010 - 05/2013

Zynga Games Network - San Francisco, CA

Purchasing/Receiving Manager

Worked in a high stakes deadline-driven environment. Sought out and implemented personal projects that helped move the company forward. Responsible for ordering, sorting and distribution of over 9 tons of raw food per week.

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