

Seema Schere

www.proconpictures.com/seema

contact: seema.schere@gmail.com

OBJECTIVES

I currently specialize in texturing and lighting, working towards CG Supervisor in the long term. I believe I would be able to contribute well in both, the technical and artistic aspects involved in this position.

EXPERIENCE

October 2009-February 2010: **3D Artist (Prime Focus, London, UK)**

Working on a number of 3D shots for BBC series 'Wonders of the Solar System'.

October 2009: **Texturing & Lighting Artist (National Film and Television School, UK)**

Texturing and lighting shots on the animation film 'Cooked', nominee at the Cannes Festival 2010.

September 2009-Present: **VFX Artist (Short Film 'Fracture')**

Completing a 3D set extension and integrating it with the live action.

July 2009-August 2009: **Texturing & Lighting Artist (On the Other Side Productions)**

Texturing, lighting and rendering passes for environments in the short film 'Lazy Susan'.

Jan 2008-July 2008: **Marketing Assets Artist (Lionhead Studios, UK – Fable2 team)**

Assisting the Technical Art Director in producing assets for the game suitable for marketing purposes.

March-May 2007: **Teacher's Assistant (Vancouver Institute of Media Arts, Canada)**

Helping students gain an understanding in the features in Maya, Shake and Photoshop.

August-September 2004: **Software Developer (African Development Bank, Tunisia)**

Summer internship working as a software developer handling databases as part of a project.

July-August 2003: **Software Developer (Air Mauritius, Mauritius)**

Summer internship working as a software developer handling databases.

EDUCATION

Feb 2006 – Feb 2007: **Vancouver Institute of Media Arts, Canada**

Course: Diploma in Visual Effects.

Sep 2004 – Sep 2005: **Bournemouth University, NCCA, UK**

Course: M.Sc. Computer Animation

Sep 2001 – July 2004: **University College London (UCL), UK**

Course: B.Sc. Computer Science

SKILLS

Software: Maya, ZBrush, Shake, Boujou, PF Track, Silhouette, Photoshop

Programming Languages: Renderman SL, C++, Mel

Operating Systems: Unix, Mac, Windows.

Bilingual (French).

REFERENCES:

Marc-Olivier Bouchard - Level Artist (Ubisoft Montreal, Canada), mob.telegramme@gmail.com

Oscar Mar – Concept Artist (Ubisoft Montreal, Canada), maroscar0@gmail.com