

Andrew Osiow

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Objective A Technical Director in the feature film industry using RenderMan.

Summary of qualifications

- 15 years professional CG art experience.
- 8 years of Maya experience – concentrating in Modeling, Lighting & VFX.
- Highly Proficient in Mel scripting – currently converting to Python.
- Created X-Tools mel script with over 18,000 downloads from Highend3D.
- 6 years experience with RenderMan: RfM, MTOR, SLIM, RM ProServer.
- Teaching character and set modeling as well as VFX. and RenderMan.
- Proficient in Shake.

Professional experience Ex'pression Digital College Emeryville, CA 2004-
Current

Course Director

- Teaching Classes in:
- Character and Set Modeling,
- Visual Effects, RenderMan and Mel Scripting.

Self-Employed San Mateo, CA 2002-2003

Freelance CG Artist

- Lighting, Shading, Modeling and Animation on independent projects.

Believe Inc. Santa Clara, CA 2000-2001

Senior Artist / TD

- Produced RIB and shader files for render tests.
- Rerendered previous completed rib files from various film/animation studios.

Graphic Gems San Mateo, CA 2000

CG Artist

- Modeled and textured 3D objects (5k-10k poly) for Internet sales.

Eidos Interactive San Francisco, CA 1993-1999

CG Animator / Senior CG Artist

- CG Artist & Generalist TD creating all elements for Game Intros including:
- Modeling, Animation, Lighting, and Rendering.

Education California State University Sacramento, CA 1985-1989

BS in Computer Science with emphasis in 3D graphics