



Blake Sullivan

3D ARTIST

CONTACT

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Los Angeles, CA

PROFILE

I have spent the last 8 years working for prestigious visual effects studios around California. I have brought robots, creatures, and many other crazy concepts to life for some of the largest clients out there. Working in an industry with tight deadlines, and plentiful clients notes, has molded me to become an efficient and well rounded artist. I am fully equipped to anticipate the needs of an asset further down the production. Combining my pipeline knowledge, my work ethic, and ability to work well with others, has enabled me to be successful in my career.

MAIN SOFTWARE PACKAGES

MAYA - ZBRUSH - ARNOLD
MARI - SUBSTANCE

SKILLS

HARD SURFACE
3D MODELING

100%

TEXTURING

100%

DIGITAL
SCULPTING

100%

CG LEAD

90%

LOOK
DEVELOPMENT

90%

LIGHTING

90%

SOCIAL

blakesullivanvfx.com

artstation.com/bsully

Work Experience

► June 2019 - Present
PSYOP

CG LEAD

I worked at Psyop as a freelancer for 6 months, before I was given the opportunity to join full time as a lead artist. This was a role that I have unofficially been doing off and on for a few years at other studios, so I was thrilled when I finally captured the title. Creating schedules, fighting for calendar time, regularly meeting with producers, and bidding projects, were not the most glamorous part of the job, but it enabled me to have some control over my destiny. The ability to deliver a project on time, without late nights, while still maintaining an impressive quality, goes a long way in keeping clients, producers, and especially my team happy. The most rewarding aspect of this role is working directly with the clients and the director, to set the look of the project and to push the creative to its' pull potential.

► July 2018 - June 2019
FREELANCE

3D MODELING / TEXTURE / LOOKDEV / LIGHTING ARTIST

Diving into the world of freelance, helped me grow as an artist and provided me the opportunity to expand my horizon beyond one studio. I made this decision to pursue freelance, in order to meet and work with new and talented artists, as well as see how other facilities operate and run their pipelines. Additionally, this opportunity allowed me more control over what types of projects I chose to work on, and to focus my talents in a particular direction.

► Jan. 2018 - July 2018
APPLE

3D MODELING / TEXTURE ARTIST

I worked out of the Apple Cupertino offices, creating photo real assets that were used, not just by all the departments within Apple, but also shipped out to hundreds of vendors around the world. These assets could be used to star in the latest commercial, or placed on the side of a 30 story building, so attention to detail was integral to the project's success. Each asset was meticulously scrutinized on an 8k render, and compared side by side to photos taken of the real product. Both the asset and the photos were lit under the same lighting conditions, so each bevel and reflection had to match one to one.

► 2012- Dec 2017
THE MILL

3D ARTIST

During my time at the mill, I developed my talents in tracking, modeling, texturing, look dev, lighting, and compositing for Visual Effects in the Commercial Industry. Working in commercials was the most effective training for me to grow from a Jr. artist to a fully production ready artist. Every day presented the team with an opportunity to tackle new challenges, as we never knew what kind of project would come through the door. The work was fast paced, deadlines were tight, and clients notes were plentiful. Working in an industry with tight deadlines, and plentiful clients notes, has molded me to become an efficient and well rounded artist. I am fully equipped to anticipate the needs of an asset further down the production. Combining my pipeline knowledge, my work ethic, and ability to work well with others, has enabled me to be successful in my career.

► 2009-2012
AINSWORTH DESIGN

GRAPHIC DESIGNER/VIDEO MARKETING

I worked as a graphic designer, handling Ainsworth Design's largest client, Del Taco. During my time there, I created billboards, flyers, e-blasts, mailing ads, and various other promo pieces that were sent all around the country. In the two years that I worked at Ainsworth Design, I utilized my film and digital arts degree in order to create a niche for myself in the company. I aided in expanding the company by offering up video production and motion graphics as a service.

Education

► 2005-2010
CHAPMAN UNIVERISTY

SCHOOL OF FILM AND TELEVISION

Majors: Film Production and Digital Arts
Made both Chancellors List and Provost List

Noteworthy Projects

CLASH ROYALE: Deck the Arena - **SAMSUNG:** Galaxy Note 7 - **ENERGIZER:** VR Bunny - **TOYOTA:** Safety Sense
COCA COLA: Torch Bear - **NIKE:** mind Set - **CALL OF DUTY:** Cinematics - **HYUNDAI:** Better - **HAY DAY:** Too Much
Wool - **COMCAST:** X1 Xfinity - **PLENTI:** Together - **STARBURST:** Tiny Jet - **AUDI:** Drone - **CLASH ROYALE:** Ram Rider
CALL OF DUTY: Surprise - **ELDER SCROLLS:** Elswyr - **HONDA:** Happy Honda Days - **AND MANY MORE**