

Professional Objective

To be trusted into a 3D Effects Technical Director position where I will take it upon myself to work efficiently within a team, and make you MONEY.

Employment History

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| 2011 - current | <p>Double Negative Position: FX TD(senior/lead)/TD</p> <ul style="list-style-type: none"> - Fluid Simulations (Maya and Houdini) - Particle Simulations (Maya and Houdini) - Cloth Simulations (Maya and Houdini) - Dynamic Rigid Simulations (Maya and Houdini) - Rigging/Rig Setups (Maya and Houdini) |
| 2010 - 2011 | <p>Zoic Studios Position: FX TD/TD</p> <ul style="list-style-type: none"> - Modelling (maya), soft body and hard body - Lighting/texturing/rendering (mental ray primarily) - tracking/matchmoving (syntheyes) - Fluid Simulations (maya fluids) - Particle Simulations - Rigging and animation - various other dynamic simulations (ex. nCloth) |
| 2009 - 2010 | <p>WB TV - Supernatural Films Inc. Position: 3d Lead</p> <ul style="list-style-type: none"> - Responsible for team of 3d artists, including reaching deadlines and quality control. - Liason between supervisor and 3d artists, delivering changes. - Occasionally assisting supervisor on set, setting up vfx shots - Modelling (maya), soft body and hard body - tracking/matchmoving (maya live, boujou) - Lighting/texturing/rendering (mental ray and renderman) - Fluid Simulations (maya, real flow and FumeFX for 3ds) - Particle and dynamic Simulations (eg. nCloth) - Rigging and animation |
| 2007 - 2009 | <p>WB TV - Supernatural Films Inc. Position: 3d Generalist</p> <ul style="list-style-type: none"> - Occasionally assisting supervisor on set, setting up vfx shots - Modelling (maya), soft body and hard body - tracking/matchmoving (maya live, boujou) - Lighting/texturing/rendering (mental ray and renderman) - Fluid Simulations (maya, real flow and FumeFX for 3ds) - Particle and dynamic Simulations (eg. nCloth) - Rigging and animation |

Technical Experience

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|--------------|--|
| 3d packages: | Expert: maya, softimage XSI, real flow, FumeFX for 3ds, Zbrush, blastcode, Houdini
Intermediate: 3ds Max, Mudbox, MEL, Python |
| Compositing: | Intermediate: After Effects, Nuke |
| Multimedia: | Expert: Photoshop, Illustrator, Premiere, Dreamweaver, Corel Draw
Intermediate: InDesign, Flash |

Education

Vancouver Film School Vancouver, BC 2006
Completed the 3d Animation and Visual Effects course to achieve a diploma.

Lethbridge Community College Lethbridge, AB 2003-2004
Completed Multimedia Production to Achieve a Diploma
GPA is of honour status

Hunting Hills High School Red Deer, AB 1997-2000
High School Diploma acquired, achieved honours in general psychology, sociology.

Additional Employment History

2007	Freelance 3D Artist	Position: Architectural Pre-Viz - Modelling, texturing, lighting and rendering - Dealing one on one with clients specifications
2005	Strand Printing	Position: Graphic Designer - Corporate logo design, layout of stationery ect.
2005	S.R. Media	Position: Freelance Multimedia Designer - Graphic design, web design, video production, flash animations.
2004 - 2005	Digital Media Creations	Position: Multimedia Designer - Graphic design, web design, video production, flash animations.

References

Ivan Hayden - Visual Effects Supervisor (Encore FX) - 1-604-763-4826

Mark Meloche - Visual Effects Supervisor (WB TV) - 1-604-202-2667

Nicholas New - FX Supervisor (DNEG) - (+44)7790257734 - nsn@dneg.com

Adrian Thompson - FX Lead (DNEG) - (+44)7747023656 - act@dneg.com

Jamie Haydock - FX Lead (DNEG) - (+44)7581727595 - jah@dneg.com

Portfolio

www.sh Shaunroth.com
Feature Reel available upon request

Credits

Interstellar
Thor 2 The Dark World
Fast and Furious 6
Les Miserables
Total Recall
John Carter
Captain America The First Avenger
Red Riding Hood
Limitless
Devil
Supernatural