

# CHRIS STEFIUK

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Objective: Hard-surface Modeler

## Skills and qualifications

- Thorough knowledge of modelling practices for feature film
- Great communicator, ability to resolve
- Solid understanding of asset requirements for downstream department needs
- Responsible and works well with little supervision
- Ability to contribute to department improvements in efficiency and quality standards
- Confident with receiving and applying criticism and feedback to work with rapid turnaround times
- Quick learner, can adapt well to new software and technologies

## Software

Autodesk Maya	Katana
Autodesk 3DS Max	Nuke
Autodesk Mudbox	UV Layout
Pixologic ZBrush	Adobe Photoshop
Mari	Renderman
Mental Ray for Maya	VRay for Maya
Windows and Linux OS	

## Projects

Tron Legacy	Thor
Man of Steel	The Seventh Son
Black Sky	Fast and Furious 6
Maleficent	Night at the Museum 3
Hunger Games: Mockingjay Part 1	Monster Trucks
Hunger Games: Mockingjay Part 2	Goosebumps
300: Rise of an Empire	Batman v Superman: Dawn of Justice
The Finest Hours	

## Experience

2011-2015 Moving Picture Company (MPC) - Vancouver, BC  
Modelling TD

- Hard-surface modeling for feature films, including buildings, refinery structures, environments, vehicles, cities, destruction models, and detailed interiors
- Organic modeling for feature films, including characters, animals, and statues
- UV assets accurately and efficiently based on texturing needs
- Responsible for all shows on site with model and texture needs based on the requirements of other departments
- Responsible for quality control of assets used on all shows on site
- Determined technical and optimal approach to asset development based on the needs of shows and departments

Moving Picture Company (MPC) - Vancouver, BC  
Lighting TD

- Shot and sequence lighting to match plate lighting, concepts, creative direction, and feedback
- Look development and shading of full CG assets
- Render and scene optimization
- Managed sequence lighting templates and designed them for ease of use

2011 NGRAIN Canada - Vancouver, BC  
3D Artist

- High detailed hard-surface modeling of weapons, military vehicles, airplane systems, robots, and hi-tech machinery for the purpose of mechanical repair training modules
- Managed assembly of models from other artists into complete vehicles/machines
- Strict quality control of models/assemblies for precision and accuracy of content

2010 Digital Domain - Vancouver, BC  
Hard-surface Modeler

- Hard-surface modeling of environment assets for feature films

2010 Prime Focus World - Vancouver, BC  
3D Generalist

- Responsible for layout and assembly of 3D scenes
- Modeling, texturing, lighting, and rendering various shots for feature films
- Building shader networks for complex render scenes

## **Education**

2008-2010 Art Institute of Vancouver - Diploma in 3D Modeling for Animation and Games

- Graduated with 3.5 GPA
- Played leading role in a student developed animation production

Demo reel, IMDB, LinkedIn, and CV are available at [cstefiuk.com](http://cstefiuk.com)