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Making incredible images is a lifelong passion. My earliest memories include drawing, painting, and sculpting. I work in traditional media and CGI. My professional history includes graphic design, photography, gallery art, murals, and 3D CGI. Notable credits include film, TV, games, product and commercial projects. My work includes projects with Disney, Dream Works, Sony, Touchstone, Reelfx, Walmart, LG, Microsoft and others. I excel at working independently, leading teams or as a contributing member of artistic teams. Innovative and creative with a range of experience in 2D and 3D visual production. Strong adaptability toward new trends and software.

Core Qualifications CGI Production including, Look Development, Story Visualization, Storyboard/Animatic, Concept Art, Character Design, Organic & Hard Surface CG Modeling, Texturing, Simulations, Lighting, Rendering, Pipeline development, Character, phoneme development/creation. Styles range from product rendering to stylized designs. Excels in Data prep, and creative and technical modeling. Active participant of many types of workflows and on many levels of project development.

Primary Applications Maya, Redshift, Substance, V-Ray, AdobeCC, Zbrush

Experience

Chronos Global Academy

Instructor for CGI
September- December
2019

Syneos Health

May-December 2019
Art Consultant

ATK-PLN 2018-2019

CG Creative, Remote Lead.

Creation of many sets/environments, interior and exterior, Texturing.

2014-2018 Microsoft, Redmond, WA CG Artist, Devices Design Team Design and produce launch event films for Surface products Launch videos have garnered multi-million views to date Create internal product videos for Surface products Develop visual asset creation systems that can be dynamically updated to automatically keep up with design changes Create custom images + animations using Maya and V-Ray as core tools for the Industrial Design and Marketing teams Introduced RedShift3D to optimize speed, productivity, and financial savings for the department

2012-2014 Wizard Studio, Hong Kong, Remote Lead CG Artist | CG Generalist| VFX Concept Design Modeling, texture, basic rigging: TV Development, CGI Project Zachary Zoom Model, texture, design, paint, light, rig CG Generalist, "The Hunters", (TV Movie) Set driven keys "Space Warriors" (Film) Lead CG Artist: Character and environment modeling & texturing, basic rigging VFX concept design, "Bounty Killers", (Film) Lead CG Artist: Model, Texture, Concept, Rigging, Character Modeling "Dear Frankenstein" (TV Movie)

2012-2014 Freelance Element X, Dallas, TX Creative character design, model, tech, develop facial targets

a52 ELASTIC Santa Monica, CA CGI Generalist Model, texture, light.

Delinquent Games Lead Artist| Modeler Texture, Design.

KickStart Entertainment, Hong Kong & Santa Monica, CA CG Generalist Modeling, Texture, Concept Art, Matte Paintings, Sky Dome, Morph Targets, Look Dev, Hair Dev, Halloween (Film); Dear Dracula (TV Movie); Abominable Christmas (TV Movie)

Picture Plane, Dallas, TX & Santa Monica, CA CG Generalist Product creation Modeling and texturing.

2010-2012 Turtle Creek Productions, Plano, TX

CG Lead Developed stunning visual concepts from award winning novels. Realistic military vehicular design, character development, modeling, texture, lighting, and effects.

2009-2010 Brickyard VFX, Santa Monica, CA CG Artist, |Lead Modeler | Generalist Environmental modeling and texturing; vehicle placement, Surrogates (Film) Character

modeling, Biomorphic, Hard surface, character, set, prop, texture, 2D conceptual design, particle setup, Featured projects/commercials: Volvo, LG, Yahoo, NASCAR, Sony, Direct TV, Toyota, Mitsubishi, Wal-Mart

2008 Element X (freelance) Modeler |CGI Artist Character modeling, Bacardi Rum (Commercial)

2003-2008 ReelFX Creative Studios,Dallas, TX Lead Modeler | Senior Modeler | CG Generalist| Lead CG Artist Character set and prop modeling & texturing, Cloth Simulations Animation layout Blend shapes Featured projects: “Transformers” (Game Cinematic),” DaVinci Code” (Game Cinematic), “Red Star” (Game Cinematic), “Madagascar 2” (Commercial), “Kung Fu Panda: Secrets of the Furious Five” (Animated Feature), “Open Season 2” (Animated Feature), “Kung Fu Panda” (Commercial), “Shrek” (Commercial,) “Bee Movie” (Commercial), “The Very First Noel” (TV Special), “Everyone’s Hero” (Animated Feature), “The Wild” (Animated Feature)” Boz: Adventures in Imagination” (Video)

Academic Background

The Animation Guild, Burbank, CA

Master of Fine Arts, University of North Texas American

Associates of Digital Animation, Art Institute of Dallas

Bachelor of Fine Arts, Lamar University

Professional Background Credits Film “GI Joe Valor vs. Venom”, Modeling, texture artist studio “Dear Dracula”, Modeling, texture, concept Art, matte paintings, sky dome, morph targets, (Kickstart Arc Entertainment) “Surrogates”, VFX Environment, vehicle modeling and placement “Everyone’s Hero”, Cloth simulation, texture “The Wild”, Modeling; character, set, props “Bounty Killers”, VFX, enviro., modeling, texturing, sets (Arc Ent, Wizard Studio) “Halloween”, Character modeling (Kickstart Ent., Arc Ent., Wizard Studio) “Kung Fu Panda, Secrets of the Furious Five”, cloth simulation, modeling “Open Season 2”, Modeling, characters, blend shapes, sets, props

TV Series/TV Specials “Zachary Zoom”, CGI Development “The Very First Noel”, Lead Modeler included character, set and prop “Boz”, Modeling, character, set, prop, texture “Abominable Christmas”, modeling

Games “Revolution Earth”, Game design, model, texture, character work “Red Star”, Game cinematic, modeling character, set, prop
“DaVinci Code” Game cinematic, modeling: character, set
“Transformers” Game cinematic, animation layout

Commercials Pennzoil, Model, texture LG, Lead
Modeler, character, texture, environment, prop
Madagascar 2, Character Model, technical work Kung Fu
Panda, Modeling: blend shapes, cloth simulation. Shrek,
McDonalds spot, Cloth simulation Bee Movie, blend
shapes

Volunteer Work Participated in “Art to Go”, giving lectures to public grammar school classes. Subjects included, design, painting, sculpture, photography, and architecture. Personalities included Matisse, Kandinsky, and Georgia O’Keeffe.