

Curriculum Vitae

Eoin Cannon
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Education Details:

2005. Attended University of Ballarat. Graduated with Bachelor of arts, majoring in Psychology, minoring in film literature

2007. Graduated Academy of Interactive Entertainment, Melbourne. Direct entrance to 2nd year Adv. Diploma of Screen.

Employment Details:

Airbag Productions. Feb 2008 – Current. Full time
3D Artist and Generalist

As a generalist in a small team I have been responsible for every part of the production pipeline in the creation of content for television, print and the web. My roles included everything from modeling and texturing through to lighting, render management and compositing.

Freelance 3D Artist. 2007 – Current. Intermittent basis.
3D modeler, digital concept sculpting

In the last 3 years I have undertaken freelance modeling/texturing projects for various clients. I have been responsible for creation and texturing of assets for print and television and some concept design for an animated film project.

Competencies:

My core skills are in modeling and texturing/shading. I have also developed skills in animation, lighting, rigging and compositing to broadcast standard using varied software packages.

Software Competencies:

Autodesk 3D Studio MAX
Pixologic Zbrush

Vray renderer
Mental Ray renderer
RPM (Render Pass Manager) for 3DS Max
Pflow for 3DS Max (basic knowledge)

Adobe Photoshop

Adobe After Effects
Eyeon Fusion

Boujou Camera Tracking (basic knowledge)

Achievements:

In October 2009 I was awarded a CGChoice award by CGSociety.org for my piece "Cohen the Barbarian". Modeled in 3DS Max and Zbrush.