

ROGER HOM

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Roger Hom is a Visual Development & 3D Artist experienced in all aspects of 2D pre-production and 3D production, from concept art and storyboarding to modeling, animation, texturing, lighting and compositing. He has contributed to multiple Broadcast Design Award winning projects, which have been showcased in various publications. His work is informed by his background in architectural design.

Software: Photoshop, Maya, Illustrator, After Effects

EXPERIENCE

Visual Development Artist (freelance)

Blind NY, NY 6/11-7/11, 9/11

- Storyboard art and concept development, contributing to winning pitches.

3D Generalist (freelance)

Absolute Post, Charlex, Panda Panther, 1st Ave Machine, Shilo NY, NY 8/10- Current

- 3D modeling, texturing, lighting, animation, compositing

Visual Development Artist, 3D Generalist

nailgun* NY, NY 10/06- 6/10

- Designed concept art and storyboards that contributed to winning pitches
- 3D Lead Artist, responsible for 3d modeling, texturing, lighting, animation, compositing, on various Broadcast Design Award winning and published projects
- Directed live action camera matchmoving and integration into 3d pipelines
- Designed storyboarding templates and conventions, improving and streamlining pre-production process
- Initiated and developed digital library, contributing assets including models, scripts, shaders, rigs and textures
- Created and reinforced naming conventions and file organization systems, contributing to a more efficient pipeline.
- Maintained hardware, software and RUSH rendering pipeline productivity as the lead technology liaison with IT

3D Generalist (freelance)

Imaginary Forces, Galaxy 61, nailgun* NY, NY 9/05-9/06

- 3d modeling, texturing, lighting, animating compositing architectural environments and characters

3D Texture Artist (freelance)

Trauma Studios NY, NY 11/03-12/03, 8/04-9/04

- Painted 3d texture art for video games, including Desert Combat (Gamespy 2002- 03 Best PC Mod), a complete conversion of Electronic Arts' award-winning videogame, Battle Field 1942

Graphic Designer, Illustrator, Interactive Designer (freelance)

GenericLife NY, NY 2/02-6/06

- Art Directed, designed and illustrated for web / print advertising, Flash websites, corporate communications
- Designed logos, enhancing clients' market presence
- Animated motion graphics for interactive product presentations and advertising

Graphic Designer, Lead Interactive Designer, 3d Artist

dbox NY, NY 2/00-2/02

- Creative direction, animation and programming of Flash websites
- Designed logos and graphics for web / print advertising
- Creative direction for marketing communications : websites, mission statements, press releases, and integrated them with brand strategies
- 3D modeling of various buildings for architectural visualization
- Wrote as design columnist for Spatial-Lounge.com, enhancing company profile in the design market

Architectural Designer, 3d Artist

AHSC Tarrytown, NY 8/98-2/00

- Architectural design development of various projects, ranging from small to urban scale
- Facilitated client approval process and improved all efficiencies through 3d architectural renderings and animations

EDUCATION

The School of Visual Arts, Master of Fine Art in Computer Art, May 2006

Columbia University, Master of Science in Advanced Architectural Design, May 1998

Cornell University, Bachelor of Architecture, May 1997