

# Roger Hom

Roger Hom is a multidisciplinary Concept / Storyboard Artist experienced in all aspects of 2d pre-production, 3D production, and architectural design, bridging various fields in the creative process. He specializes in world building using the visual narrative of architecture and its environment.

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## EXPERIENCE

### Concept / Storyboard Artist , NY — Freelance

6/2011 - PRESENT

- Designed concept art and storyboards that contributed to winning pitches and successful live action and 3d productions.
- Collaborated with directors to explore, design and visualize ideas through rapid iterations.
- Created on average 24-60 storyboard frames a day.

*Clients: 1stAveMachine, Anomaly, AKQA, Avalanche Studios, Blind, Brand New School, Cadence, Chromista, Click3x, Dead As We Know It, Deep Focus, Eyeball, Free Association, Frenzy, Gretel, GSD&M, Johannes Leonardo, Logan, Mass Market, McCann, The Mill, Moving Picture Company, MTV, Nickelodeon, Obscura Digital, ODD NY, Psyop, Supply and Demand, Sibling Rivalry, Soho Experiential, Stardust, Stink, Superfad, Swellshark, Taylor James, Transistor Studios, The Colony, The Cement Bloc, TV Land, Variable, Vitro*

### 3d Generalist, NY — Freelance

8/2010 - 3/2012

3D modeling, texturing, lighting, animation, compositing for tv commercials of leading brands

*Clients: 1st Ave Machine, Absolute Post, Charlex, National Television, Panda Panther, Shilo, The Colony*

### Senior 3D Generalist, Concept / Storyboard Artist , NY — nailgun\*

10/2006 - 6/2010

- Designed storyboards and concept art that contributed to winning pitches and successful live action and 3d productions.
- 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.

## SKILLS

Photoshop, Maya, Illustrator, After Effects, Windows / Mac / Linux

## EXHIBITIONS

The Museum of the Moving Image, Artists Space, NYC  
ACM SIGGRAPH MetroCAF Animation Festival , Big Apple Film Festival, Museum of Chinese in America (MOCA), Zero Film Festival, Brussels Filmeon, Canadian Film Centre, Festivus Film Festival, suckerPUNCH, Zakka, and the Urban Experience Museum.

## EDUCATION

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

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

**Cornell University, NY** — *Bachelor of Architecture, May 1997*

## PROJECT HIGHLIGHTS

### **Just Cause 3**— *Video game*

Collaborated with director to develop character building scenarios for cut scene cinematics that play in between Just Cause's infamous action and explosion packed open world.

<https://www.youtube.com/watch?v=ggKKCyJXHOA>

### **Lexus, Trace Your Road**— *TV commercial*

Collaborated with director to develop action sequences that narrate the danger and excitement of being driven by an iPad.

<http://www.genericlife.com/?/Storyboards/LexusLogan/>

### **Babel**—*Environmental Concept Art*

Design exploration of the Tower of Babel composed of various conflicting architectural languages.

<http://www.genericlife.com/?/ConceptArt/TowerBabel/>