



# STEVE JUBINVILLE

## RESUME

**Born:** July 26, 1981  
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### Current Work Status

#### May 2017 - Present

*Assets Supervisor at Industrial Light & Magic ( London, UK )*

#### Jobs duties:

- *Responsible to supervise the modeling and texture team for the movie Jurassic World 2.*
- *Work closely with the other department supervisor, the art director and the VFX supervisor to define the best technical and artistic approach for the film.*
- *Part of the asset bid and shot bid to determine the project timeline.*
- *Develop the best asset pipeline solution using different software solution like Zeno, Maya, Zbrush, Mari and others.*
- *Mentoring other artist and create all documentations to be use for training..*

#### *Build complex models:*

- *Creature / Character*
- *Create digital maquette*
- *Skeleton & Muscle System*
- *Blendshapes & MCOR*
- *Facial Shapes*
- *Corrections Shapes PSD*
- *Vehicles*
- *Mechanical suits*
- *Props*
- *Sets*
- *3D scan*

#### Films:

- *Jurassic World 2 (2018)*

## Work Experience

### **May 2015 - January 2017**

*Modeling Supervisor at Industrial Light & Magic ( Singapore, Asia )*

### **July 2016 - Present**

- Character Sculptor Freelance at XM-Studios*
- Character Sculptor Freelance at Prime 1 Studio*

### **October 2013 - March 2015 ( San Francisco Bay Area, California )**

*Senior Modeler / Lead Creature Modeler at Industrial Light & Magic ( San Francisco Bay Area, California )*

### **May 01 2013 - October 2013**

*Senior Environment modeler/texture at Raynault VFX ( Montreal, Canada )*

### **July 15 2012 - July 16 2013**

*Character Model Supervisor at Digital District ( Montreal, Canada )*

### **September 15 2011 - July 15 2012 ( Montreal, Canada )**

*Character Model Supervisor at Meduzarts and Digital Dimension*

### **March 06 2011 - September 15 2011 ( Hollywood, California )**

*Senior Character artist at OOOii*

### **February 15 2009 - February 15 2011 ( Laval, Canada )**

*Lead Character artist at Meduzarts*

### **February 01 2007 - February 15 2009 ( Piedmont, Canada )**

*Senior digital Sculptor at Hybride*

### **October 01 2006 - January 01 2007 ( Montreal, Canada )**

*Zbrush Supervisor and digital Sculptor at DamnFX*

### **May 01 2006 - October 01 2006 ( Montreal, Canada )**

*Digital Sculptor at Meteor Studio*

### **February 01 2004 - May 01 2006 ( Montreal, Canada )**

*Digital Sculptor & Texture artist at Ubisoft Montreal*

### **October 01 2003 - Feb 01 2004 ( Montreal, Canada )**

*Digital Sculptor & Texture artist at CAE*

### **July 01 2003 - Oct 01 2003 ( Montreal, Canada )**

*Character Modeler at Skuad Studios*

### **January 01 1999 - June 01 2003 ( Montreal, Canada )**

*3d Graphic Artist Junior at Vision 51*

## Teaching Experience

2006 - 2005 - Ubisoft - ZBrush class for professionals - Montreal, Qc – CAN

### March 01 2004 - April 30 2011

*Softimage & Zbrush teacher for Professional at NAD CENTER, <http://www.nad.ca>*

### September 01 2008 - December 31 2010

*Softimage & Zbrush teacher at UQAC University, <http://www.uqac.ca>*

### January 01 2005 - December 30 2006

*Zbrush teacher for professional at Ubisoft, <http://www.ubi.com/ENCA>*

### January 01 2003 - December 30 2010

*Softimage & Zbrush teacher at NAD CENTER, <http://www.nad.ca>*

### Jobs duties:

*Prepare student with modeling in the movie and industry*

## Awards

### **Nominees for the 14th Annual VES awards**

Categories: Outstanding Models in a Photoreal or Animated Project

February 2016 Industrial Light & Magic

*Jurassic World: Indominus Rex*



### **MI6 GOLD AWARD FOR BEST KEY ART**

Game Marketing Awards 2012

April 2012 Meduzarts

*Meduzarts, in partnership with AKQA and Bethesda, won the "Best Key Art" Gold MI6 Award, for its work on The Elder Scrolls V: Skyrim*

### **MI6 GOLD AWARD FOR BEST KEY ART**

Game Marketing Awards 2011

April 2011 Meduzarts

*Meduzarts won a MI6 Gold Award in Best Key art category, for Star Wars: The Force Unleashed 2, done with Lucas Arts*

### **MI6 BRONZE AWARD FOR BEST KEY ART**

Game Marketing Awards 2011

April 2011 Meduzarts

*Meduzarts won a MI6 Bronze Award in Best Key art category, for Fallout: New Vegas, done with Bethesda.*

## Feature Movie Credits

- Jurassic World 2 (2018)
- Ready player one (2017)
- The Great Wall (2016)
- Teenage Mutant Ninja Turtles 2 (2016)
- Warcraft (2016)
- Jurassic World (2015)
- Teenage Mutant Ninja Turtles (2014)
- Transformers 4 (2014)
- Beauty and the Beast (2014)
- Ballerina (2014)
- Louis Cyr (2013)
- Chronicles of Riddick: Dead Man Stalking (2013)
- Mission: Impossible 4 (2011)
- Puss In Boots (2011)
- The Muppets (2011)
- War Hammer (2010)
- Final Destination 4 (2009)
- Dragon Ball (2009)
- Shorts (2009)
- White Out (2009)
- Journey 3-D (2008)
- 300 (2006)

## Feature Imax Movie Credits

- Dragon3d (2013)
- Sea Monsters: A Prehistoric Adventure (2007)
- Dinosaurs Alive (2007)

## Feature Games Credits

- The Hobbit War in the North (2012)
- Icarus (2010)
- Brink (2010)
- Lara Croft and the Guardian of Light (2010)
- Assassin's Creed 2 (2009)
- Assassin's Creed (2007)
- AND 1 Street ball (2006)
- Prince of Persia: The Two Thrones (2005)
- Far Cry Instincts (2005)
- Rainbow Six: Lock down (2005)
- Splinter Cell: Chaos Theory (2005)
- Prince of Persia: Warrior Within (2004)

## Feature Games Publicity Credits

- Injustice 2 (2017)
- FarCry 4 (2014)
- StarWars 1313 (2012)
- Elder Scrool Online (2012)
- Dishonored (2012)
- FarCry 3 (2012)
- Prey 2 (2011)
- Elder Scrool (2011)
- Rift (2011)
- StarWars Unleashed 2 (2010)
- Fallout New Vegas (2010)
- Avatar (2010)
- Ruse (2010)
- Aion (2009)
- Rogue Warrior (2009)

## Skills Description

- Realistic character and Creature, Mechanical and Environment Modeling / Texturing.
- Sculpt High Resolution details in a fast time.
- Can learn any software REALLY fast.
- Devoted , enthusiastic and a team player.
- Leadership and mentoring.
- Strong ability to plan the work in complex schedule.
- Facility to integrate the company ADN.
- Experiences of teaching.
- Traditional Drawing / Painting / Sculpting

## Softwares

- Maya - Softimage - 3D Studio Max - ZBrush - Mudbox - Zeno - Photoshop - Mari - Marvelous Designer - Nuke
- UvLayout - UnFold3D - Mental Ray - Shotgun - Tank - Revolver - nextEngine 3D scanner - Agisoft PhotoScan
- Plateform: Windows - MacOs - Linux
- Renderer: Arnold - Vray - Mental Ray - Renderman - KeyShot - Katana (beginner)

## Educations

- 2010 - QUAC University- Montreal, Qc - CAN ( *Bachelors Degree* )
- 2009 - Zbrush Certification Instructor ZCI, Pixologic - Los Angeles, Ca
- 2009 - Scott Eaton Anatomy courses, NAD Centre
- 2007 - Autodesk Mudbox
- 2006 - Autodesk Maya
- 2005 - Autodesk 3D Studio Max
- 2005 - Pixologic Zbrush
- 2003 - 3D Animation and visual effects for film and television, NAD Centre ( *Post-Secondary Diploma* )
- 2003 - DEC, College Marie-Victorin - Montreal, Qc - CAN ( *Post-Secondary Diploma* )
- 2000 - Photo courses, Dawson College - Montreal, Qc - CAN
- 1993 - 1998 - DES, College Edouard-Monpetit - Montreal, Qc - CAN