



STEVE JUBINVILLE RESUME

Born: July 26, 1981
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Current Work Status

August 2017 - Present

Modeling Supervisor at Tippett Studios (Berkeley, USA)

Jobs duties:

- *Responsible to supervise the modeling department for every project on the studio.*
- *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 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*
- *3D printing*
- *Virtual Reality*
- *Ride 3d*

Work Experience

October 2013 - August 2017

Assets Supervisor at Industrial Light & Magic (San Francisco, USA - Singapore, Asia - London, UK)

July 2016 - Present

- Character Sculptor Freelance at XM-Studios, Prime 1 Studio & Hollywood Collectible Group

May 2013 - October 2013

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

July 2012 - July 2013

Character Model Supervisor at Digital District (Montreal, Canada)

September 2011 - July 2012 (Montreal, Canada)

Character Model Supervisor at Meduzarts and Digital Dimension

March 2011 - September 2011 (Hollywood, California)

Senior Character artist at OOOii

February 2009 - February 2011 (Laval, Canada)

Lead Character artist at Meduzarts

February 2007 - February 2009 (Piedmont, Canada)

Senior digital Sculptor at Hybride

October 2006 - January 2007 (Montreal, Canada)

Zbrush Supervisor and digital Sculptor at DamnFX

May 2006 - October 2006 (Montreal, Canada)

Digital Sculptor at Meteor Studio

February 2004 - May 2006 (Montreal, Canada)

Digital Sculptor & Texture artist at Ubisoft Montreal

October 2003 - Feb 2004 (Montreal, Canada)

Digital Sculptor & Texture artist at CAE

July 2003 - Oct 2003 (Montreal, Canada)

Character Modeler at Skuad Studios

January 1999 - June 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 - Present

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