Contact

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colinnebula.github.io/colin-react-portfolio/ (Portfolio)
colinnebula3dartist.blogspot.ca (Portfolio)

Top Skills

Document Object Model (DOM)
Node.js
MongoDB

Languages

French

Colin Nebula

3D Animation Artist / VFX / Rotoscoping
Toronto, Ontario, Canada

Summary

I have the time commitment required, but also the experience to properly complete the
requirements of the job that has a high demand for strong design and technical skills.

As a 2D/3D artist and Full-Stack developer, I am adept at the following: Blender, Autodesk Maya,
Zbrush, Adobe Creative Suit, as well as React, Bootstrap, CSS, HTML, JavaScript in conjunction with other
software, all utilized to get the project done on time. I am a fast learner and am capable of adapting to
situations or client requests as I have done so in all my prior positions.

I possess classical 2D art experience as well as 3D modeling, animation experience and would love to be
part your team. Having previously worked with companies like Intelligent Creatures, I understand the
pipeline well.

Experience

Nebula Media.ca
Creative Director
August 2013 - April 2017 (3 years 9 months)
Woodbridge Ontario

• A host of responsibilities including but not limited to overseeing video production, 3D integration, and video editing including Soccer instructional videos with late Olympian Tony Waiters' World of Soccer
• Discussed, planned, executed, and met client requirements including timely deadlines
• Primarily used Adobe Creative Suite and Blender; sound incorporation and integrating 3D objects

• Worked independently and remotely mostly for clients dispersed over
Canada and the US

Partsmart
Technical Support Consultant
December 2011 - 2012 (1 year)
Richmond Hill

• Network/Desktop support consultant with hardware and software application
support, connectivity, and running reports to ensure smooth flow of operations
for daily tasks
• Manage software licenses, maintain connections, troubleshoot hardware/
software issues
• Perform regular maintenance such as installations, updates, firewalls, virus
protection,
OS setups and exceeding requirements in making the systems user-friendly
for employees

Intelligent Creatures
Intern
September 2010 - November 2010 (3 months)

• Modelling/Texturing
• VFX responsibilities (compositing, rotoscoping, etc.)
• TV Commercials
• TV Shows

Tira Wireless
Quality Assurance - Mobile Game Platform
August 2007 - July 2008 (1 year)
Toronto

• Tested and logged bugs, addressed issues through JIRA workflow manager,
conducted
field tests, regressions, developed strategies to reduce redundancies, and
completed
general QA duties such as running reports and assisting the team in hitting
weekly targets
• Set up a rotating schedule to improve team efficiency by assigning equipment
for specific
periods to each team member to reduce dead time and exceed weekly testing
targets

• Clients included companies such as Sony, ING, Hudson Soft, THQ, AccuWeather, each
with specific demands and multiple unique requests to account for in testing scenarios

Epson Printing
Technical Support-Inbound Call Centre
December 2003 - January 2005 (1 year 2 months)
Richmond Hill

• Provided troubleshooting for the complete product line, resolved complaints, ordered replacements for customers in a timely manner while up-selling other Epson products
• Conducted weekly reports, solved issues that required multi-department input and introduced ideas such as empowering the group with more tools to resolve complaints
• Maintained top performance numbers for accuracy and commended for punctuality

Advanced Brake Products
Computer Technician
June 2003 - August 2004 (1 year 3 months)
Toronto

• Set up multiple office computers and connected them to the network to share office
resources such as inventory systems, billings, production, and multiple sets of printers
• Provided considerable support in training and preparing staff for tasks on the new
systems as well as set up security to prevent damage or loss of valuable information
• Performed routine tasks to keep the network and individual workstations problem-free
and was responsible for all software and hardware issues experienced by staff

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Education

University of Toronto Coding Bootcamp
Certificate, Web Development · (May 2021 - November 2021)

Centennial College

Digital Animation, Maya, 3DS Max, Zbrush, Fusion, Nuke, Photoshop, Live Drawing · (2009 - 2010)

Art Institute of Toronto

2D Art and 3D Game Design, Life drawing, 3DS Max, Photoshop, Premiere Pro, Torque Game Engine · (2005 - 2007)