

Gregory Kalamdaryan

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Demo Reel: <https://vimeo.com/606198131>

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SKILLS

Very knowledgeable of Houdini and Nuke
Very strong knowledge of Maya, and Python
Basic knowledge of Zbrush and After Effects
Photoshop, Microsoft Word and PowerPoint
Excellent typing, computer and organizational skills

EXPERIENCE

- 8/21– Present **Nuke Compositor** *3DExcite , Royal Oak, MI*
- Using a proprietary version of nuke to create advertising for GM cars
 - Worked directly with client
 - Pushed projects simultaneously to completion under tight deadlines
- 9/17 – 7/18 **Freelance Artist** *SkulleyFX , Studio City, CA*
- Beauty work with other artists
 - Worked through the pipeline to deliver completed shot.
- 6/17 – 9/17 **Intern** *SkulleyFX , Studio City, CA*
- Rotoing for a team of Nuke artists
 - Working on beautification with a team on short deadline shots.
- 3/16 – 7/16 **Intern** *BakedFX, Culver City, CA*
- Worked with a team on short deadline shots.
 - Worked with in a Houdini to Nuke pipeline.
 - Had my shots approved and included in multiple projects.
- 9/15-3/16 **Cashier** *El Pollo Loco, Glendale, CA*
- Take customer orders and package food.

EDUCATION

Los Angeles Film School, Hollywood – BA in Computer Animation and Visual Effects, 2017

College of the Canyons, Santa Clarita – 2014, Selected Courses in Animation

Santa Monica Community College, Santa Monica – 2013, Selected Courses in Animation

References Available upon Request