

Nelson Sousa

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Work Experience

11/17-Present

Digital Domain, Vancouver, BC Canada

Model Department Supervisor

- Work with executive management to integrate the latest technology into the pipeline as well as define strategic solutions for production.
- Responsible for maintaining the department procedures and standards along with providing improvements to the global development and efficiency of the pipeline.
- Work with management to recruit and train new incoming artists to grow our asset team across all studios.
- Work with all productions on show bidding, budget planning and crewing teams.
- As head of the department, I mentor and manage our asset teams across multiple studios throughout North America and India.
- Collaborate alongside other department supervisors to problem-solve and ensure the processes and tools are working to the requirements of each production.
- In partnership with artist managers to schedule and bid modeling specific tasks along with motivating and reviewing performance of department talent.
- Provide feedback for artists and help maintain an open line of communication between asset teams and production.
- Generate detailed documentation along with examples of assets to support external vendors on expected deliveries.
- *Projects:*

- *Madame Web*
- *Echo*
- *Secret Invasion*
- *Carnival Row*
- *Ms. Marvel*
- *Stranger Things*
- *Lost In Space*
- *WandaVision*

- *Twilight Zone*
- *Terminator: Dark Fate*
- *Avengers: Endgame*
- *Shazam!*
- *Captain Marvel*
- *Ant-Man And The Wasp*
- *A Wrinkle In Time*
- *Avengers: Infinity War*

05/16-11/17

Digital Domain, Vancouver, BC Canada

Lead Modeler

- Created hero characters, vehicle and environment assets for film and commercial projects.
- Worked with shows on bidding and delivery schedules.
- Manage the work of the model team while providing mentorship to younger talent.
- *Projects:*

- *Thor: Ragnarok*
- *The Fate Of The Furious*

05/14-05/16

Scanline VFX, Vancouver, BC Canada

Lead Modeler

- Responsibilities included bidding on assets and establishing the modeling schedule on projects.
- Along with creating creature and character hero assets for various film projects was responsible for leading the model team by focusing their individual strengths into the client's vision.
- *Projects:*

- *King Arthur*
- *Batman V Superman*
- *Furious 7*

- 12/13-05/14 **Digital Domain**, Vancouver, BC Canada
Senior Modeler
- Created hero character and vehicle assets based off concept artwork and scan data.
 - Worked on commercial projects as well as internal tests.
 - *Project:*
 - **Furious 7**
- 02/10-06/13 **Sony Pictures Imageworks**, Culver City, CA
Lead Character Modeler
- Digitally sculpted and resurfaced photo realistic characters and digital environments based off concept artwork and director feedback.
 - Responsibilities included resurfacing actor scans, creating animation-friendly topologies, clean UVs and baking out vector displacement maps for look development.
 - *Projects:*
 - **Edge Of Tomorrow**
 - **Cloudy With A Chance Of Meatballs 2**
 - **Oz The Great And Powerful**
 - **Men In Black 3**
 - **Green Lantern**
- 10/08-11/09 **Rhythm & Hues Studios**, Los Angeles, CA
Lighting TD / Senior Modeler
- Collaborated with the design team on the modeling of hero characters and digital environments for feature films.
 - Worked with proprietary software to light and comp shots.
 - *Projects:*
 - **Alvin And The Chipmunks: The Squeakquel**
 - **Land Of The Lost**
 - **Fast And Furious**
- 09/07-09/08 **Animal Logic**, Sydney, Australia
Senior Character Modeler
- Worked with the design team as a *Concept Modeler*, responsibilities included designing and sculpting digital maquettes for the film.
 - Managed the character modeling team to successful completion of production milestones on an animated feature, including but not limited to supervising and mentoring junior and intermediate level artists.
 - *Project:*
 - **Legend Of The Guardians: The Owls Of Ga'Hoole**
- 07/05-12/06 **Electronic Arts-Tiburon**, Orlando, FL
Lead Character Modeler
- Responsibilities included modeling, texturing and adjusting real-time shaders on hero characters for next generation game titles.
 - Contributed to the design of current character pipeline including documenting new processes, tools and techniques for incoming artists.
 - *Games:*
 - **Tiger Woods 2008**
 - **Arena Football League**

- 02/05-07/05 **Hypnotix Inc.**, Little Falls, NJ
Character Modeler
- Responsibilities included modeling, texturing and adjusting real-time shaders on hero characters for next generation game titles.
- 12/03-09/04 **The Orphanage**, San Francisco, CA
Modeler
- Created digital environments, creature models and hard-surface models based on concept artwork.
 - *Projects:*
 - ***Sin City***
 - ***Sky Captain And The World Of Tomorrow***
 - ***The Day After Tomorrow***
- 01/01-12/01 **Swan Design LLC**, Pawtucket, RI
Toy Sculptor | Model-Maker
- Sculpted and built toy prototypes using Balsa Foam and Super Sculpey for various clients including Fisher-Price and Hasbro
 - Responsibilities included molding, casting and painting of finished prototypes.

Specialties

Specialties:

Organic Modeling | Hard-Surface Modeling | Environment Modeling | Facial Modeling | Corrective Shapes & Shot Sculpting | Digital Sculpting | Traditional Sculpting | Visual Development | Texturing | Lookdev | Shot Lighting

Software:

Maya | Zbrush | Mudbox | 3DS Max | Photoshop | UVLayout | Marvelous Designer | Substance Painter | Mari | Wrap | V-Ray | Redshift | Shotgrid

Education

- 1994-1999 **Rochester Institute of Technology**, Rochester, NY
B.F.A., Medical Illustration, 1999