

Vypac Voeur

La Mirada, CA 90638

562.650.9944 v.vypac@gmail.com www.vypac.com

OBJECTIVE

To secure a position in a fast-paced environment where I can apply my graphic design, 3D modeling, texturing, animation, and visualization skills. I am eager to contribute to the success of projects by creating high-quality visual content that enhances creativity and engages audiences.

SUMMARY OF QUALIFICATIONS

- Versatile Generalist with expertise in modeling, texturing, facial setup, rigging, lighting, animation, and compositing, offering a full range of creative and technical skills to deliver high-quality results across all stages of production.
 - Strong problem solver and creative thinker.
 - Skilled in graphic design for print, digital, and branding projects.
 - Skilled in visualization for production and architecture, creating detailed representations of products and designs.
 - Proficient in project management and scheduling, ensuring timely delivery of high-quality work.
 - Able to coordinate multiple projects simultaneously in high-pressure, time-sensitive environments.
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EXPERIENCE

Contract Data Management

Los Angeles/ Orange County, California

Data Administrator

July 2024-Present

- Automating high-volume data management in spreadsheets.
- Migrating documents and designing templates for PDFs, Word, PowerPoint, Excel, Google Sheets, web platforms, and other formats.
- Providing support to staff by formatting documents to ensure consistency, professionalism, and alignment with organizational standards across various file types and platforms.

Freelance CG Artist

Los Angeles, California

CG Artist/ Graphic Designer

March 2024-Present

- Contributed to all aspects of the CG pipeline and development for various projects under NDA, including modeling, texturing, animation, tech art, and documentation. Detailed project information is available upon request.
- Designed graphics and layouts for both digital media and print materials.

Nickelodeon Animation Studio

Burbank, California

Supervising Character Artist/ CG Generalist Lead

March 2008-July 2024

- Created models for characters, sets, and environmental assets.
- Supervised working of staff, in addition to evaluating performance and providing training if required.
- Deliver clear and concise written and visual feedback to outsourcing vendors during asset creation, ensuring timely responses to minimize turnaround times and reduce the need for additional polish.
- Drafted comprehensive documentation capturing best practices and facilitating effective communication within the creative process.
- Developed promotional renders and assets using Maya, Cinema 4D, Arnold, and Redshift to support motion graphics, collaborating closely with Nickelodeon's digital department on various IPs, including Rugrats, SpongeBob SquarePants, Teenage Mutant Ninja Turtles, Kung Fu Panda, Big Nate, and Max and the Midnights.
- Developed Mel and Python tools to optimize and simplify workflow processes.

Sony Pictures Animation

Culver City, California

CG Modeler II - CG visual development

January 2023-August 2023

- Explored and contributed to visual aesthetics under the guidance of the Art Director.
- Worked on modeling, UVs, texturing, XGen, and posing characters for presentation.

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Pop Media

CG Visual Development

Carlsbad, California

April 2016-January 2017

- Modeled, UV-mapped, and textured characters based on the concept for the pilot.
- Created poses and provided renders for presentation.

Disney Interactive

CG Generalist

Burbank, California

August 2013-October 2013

- Modeled, UV-mapped, and textured characters.
- Created promotional Renders using Cinema 4D and Arnold, ensuring dynamic and visually compelling compositions for the graphic team's marketing and UI elements.

David Dozoretz of: Persistence of Vision

CG Artist

Los Angeles, California

February 2012 – May 2012

- Created models, UV-mapped, and performed facial setups for the *Zafari* pilot using Unreal Engine.
- Contributed to creating and refining blend shapes, improving the quality and versatility of facial expressions and character movements.
- Assisted in establishing modeling standards for assets, ensuring consistency and quality across the production pipeline.

Hasbro

CG Artist

Santa Monica, California

September 2009-January 2011

- Modeled characters and hero assets for Transformer Prime and GI Joe Renegade.
- Prepared and organized files for the production department, ensuring proper hierarchy and structuring of geometry for rigging and texturing. Utilized V-Ray to create test renders and verify asset quality before final production.
- Created layout proxies to facilitate animation, ensuring accurate blocking and timing for seamless integration into the production pipeline.

Ntricate Solutions

Graphic Designer

Cerritos, California

January 2005-January 2008

- Developed visually compelling designs for print, digital, and branding projects
- Managed multiple design projects efficiently, meeting deadlines and exceeding client expectations
- Maintained design integrity by ensuring brand consistency across platforms.

COMPUTER SKILLS

Technical skills:

Architectural drafting, 3D workflow, video editing, data management and automation, CMS implementation and maintenance, project coordination, web/print design, 3D printing, document migration and template design, AI-powered macro creation, spreadsheet management, and document formatting for professional standardization, Mel, Python, Google scripts, Macro/formula, VBA.

Software:

Proficient in GIMP, Adobe Photoshop, Illustrator, InDesign, Canva, Figma, Photo Stock, After Effects; 3D tools including Maya, Cinema 4D, Blender, Z Brush, Marvelous Designer, Substance Designer, and Substance Painter; Rizom UV; Unreal Engine; Key Shot; AutoCAD, Microsoft Office Suite (Word, Excel, PowerPoint, Outlook); Google Sheets; FileMaker; Jira; Shotgun/Flow; WordPress; OpenCart; various PDF and formatting applications; and remote collaboration tools.

EDUCATION

B.F.A in Entertainment Media, California State Fullerton, Fullerton CA 2007

Associate of Arts in Art and Design and Psychology, Cerritos College, Cerritos CA 2005