

# DAVID RONNES 3D ARTIST

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Demo reel: [www.davidronnes.com/demo-reel](http://www.davidronnes.com/demo-reel)  
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## Work Experience

- Nov 2020 - Jan 2021 **Environment / Prop Modeler**  
"Unannounced Netflix Series", "Unannounced Youtube Kids Series"  
Giant Animation (Dublin, Ireland)
  - Modeling Props, Vehicles and Environments
  - Concepting environments setup for matte painting
- June 2019 - Nov 2020 **Senior Environment Modeler**  
"Untitled My Little Pony Movie" ([My Little Pony Movie](#))  
Boulder Media (Dublin, Ireland)
  - Next to my daily modeling tasks I was Acting Asset Supervisor.
    - Mentoring artists
    - Giving feedback and helping with issues they ran into.
    - Attending senior supervisor meetings to address/plan for challenges at hand.
- Mar. 2018 – May 2019 **Junior Environment Modeler**  
"Untitled My Little Pony Movie" ([My Little Pony Movie](#))  
Boulder Media (Dublin, Ireland)
  - Responsible for creating environments and props, hard surface and organic modeling.
  - Previz setup of cities and complex environments
- Sept. 2018 – April 2020 **Environmental Modeler**  
"Plot Twist Film" ([www.plottwist-film.com](http://www.plottwist-film.com))
  - Modeling 3D assets, following the style and overall visual of the concept artA project that is coming together through Artella. Working with a team of artists in their personal time to make this project come to fruition.
- Nov. 2016 - Nov. 2017 **3D Modeling and Texture Artist**  
"Talking Tom and Friends" season 2 & 3  
Arx Anima (Vienna, Austria) ([Talking Tom and Friends | Season 3 Episode 11](#))
  - Modeling 3D assets, following the style and overall visual of the concept art
  - Rigging of assets to be used further in the production pipeline
  - Texturing the assets to match the style of the show and what the client requests
- Jan. 2017 **3D Modeler**  
IST Austria ([Case Study Video](#))
  - Modeling assets for a user study of software to help easily create 3D printed objects with moving parts and the mechanism in one go. It was presented at SIGGRAPH 2017
- June 2015 - Aug. 2015 **Motion graphic designer**  
RTL Netherlands
  - Redesigning the visual branding of the TV station RTL 7
  - Compositing commercials for RTL 5
  - Managing interns and their tasks
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## Education

- Sept. 2015 – Sept. 2016 **The Digital Animation & Visual Effects School**  
VFX production diploma
- Sept. 2010 - April 2015 **The Hague University of Applied Sciences**  
Bachelor of Science  
Minor 3D-Animation and Photography.
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## Skills

- Maya, Modo, Mudbox, ZBrush, Speed Tree, Unity, Unreal
- Substance Painter, Substance Designer, Mari, Photoshop
- Nuke, After Effects
- Linux, Macintosh, Windows OS
- Full bilingual English/Dutch (Native), German (basic speaking, writing/reading), French (basic writing/reading)