

Vincent R. DeLay

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<http://www.vincentdelay.com/>

OBJECTIVE

- I like challenges and the excitement of 'conquering' a difficult/impossible task.

SKILLS

- Platforms: Windows, PCs, Macintosh, Linux
- Software: Maya, MEL, Python, Photoshop
- Fine Arts: Life Drawing and Acrylic Painting

PROFESSIONAL EXPERIENCE

Encore VFX / Deluxe Entertainment, Burbank, CA **June 2016 – September 2016**
3D Studio Max Cloth FX Artist
(some Maya Rigging duties as well)

Psyop, Venice, CA **April 2016**
Maya Cloth FX Artist for commercial

Digital Domain, Venice, CA **May 2015 – Jan 2016**
Maya Cloth FX Artist

- Cloth FX on “Deadpool” – worked on Deadpool and Colossus
- Cloth FX lead on “Black Sails” season 3 – setup nCloth and nHair rigs for sails, ropes, and rigging of ships. Also worked on shots
- Cloth FX on Lara game trailer

RGH Entertainment, Woodland Hills, CA **Feb 2013 – Jan 2015**
Character Rigger, Pipeline, and Artist Technical Support

- Rigged bipeds and quadrupeds. Facial rigging work. Cloth FX work.

Prologue Pictures, Venice, CA **Dec 2011 – Sep 2012**
Lead 3D Artist

- Character Rigging, Cloth FX, and Pipeline Development

Gnomon School of Visual Effects, Hollywood, CA **Sep 2011 – Sep 2012**
Maya Instructor

- Teach intro class covering modeling, lighting, and texturing, and animation

The Resistance, Arroyo Grande, CA **Mar 2011 – August 2011**
Maya Generalist

- I freelance at the Resistance from time to time on various projects, such as “Terra Nova”

- Rubicon Holding Group**, Woodland Hills, CA **Aug 2011 – Oct 2011**
 Maya Rigger and Generalist
 • Worked on a few unannounced projects
- yU+ Co**, Hollywood, CA **Feb 2011**
 Maya Cloth FX Artist
 • Worked on “Call of Juarez” game trailer
- Rhythm & Hues**, Los Angeles, CA **Aug 2010 – Feb 2011**
 Technical Animator
 • Worked on cloth and fur for “Yogi” and “Hop”
- Flat Earth Productions**, Burbank, CA **Jul 2010 – Aug 2010**
 Maya FX and Fluid FX Artist
 • Created blood and chum for “Piranha”
- CIS Holywood**, Hollywood, CA **Apr 2010 – Jun 2010**
 Maya Character Rigger
 • Worked on “Red Dawn”
- Café FX.**, Santa Maria, CA **Oct 2006 – Mar 2010**
 Maya Rigger / FX Cloth Animator - 'Alice in Wonderland'
 • Worked on hound dog rig, red queen soldier rig, white queen soldier rig, horse rig, and alicia rig. I was on a team of riggers, so no I did not do all the work by myself!
 • Lead the cloth rigging and animation for hound dog ears, hat cloth tails, horse cloth, and alicia dress
 Maya FX Cloth Animator – 'Seven Pounds'
 • Did cloth animation on tentacles of jellyfish
 Maya Rigger – Halo Cinematic Trailer
 • Worked on biped character rigs with a team of riggers
 Maya Rigger / Technical Animator – ‘The Red Cliff’
 • Worked on biped soldiers and quadrupeds (horses) for crowd scenes, also a dove
 Maya Rigger / Technical Animator – ‘Nim’s Island’
 • Worked on rigs for several creatures, including a mechanical whale, pelican, lizard, toolbelt, and fish. I was part of a team of riggers. Also did some cleanup on shots which I call tech anim.
 Maya FX Cloth Animator – ‘The Mist’
 • Animated Maya ncloth on creature wings, set up simulations
 Maya Rigger / Generalist – ‘The Kiterunner’
 • Set up rig for kite, cloth-like look • Animated kites in a variety of shots • Helped out with modeling and texturing for 3d backgrounds
- Studio Arts, Ltd.**, Los Angeles, CA **Apr 2002 – Oct 2006**
 Maya Curriculum Coordinator Instructor (part-time)
 • Teach intro class covering modeling, lighting, and texturing, helped design the curriculum for school
- Pacific Title and Art Studio**, Hollywood, CA **August 2006**
 Maya Generalist
 • Hurricane Katrina IMAX project, particles for hurricane, texturing for planet Earth

South Park, Los Angeles, CA **Mar 2006 – Apr 2006**
Maya Technical Director/Setup Artist
• Created elements for shots, characters and backgrounds

LAUSD Venice Skills Center, Venice, CA **May 2005 – Feb2006**
Maya Instructor
• Taught a general course that covered: modeling, texturing, lighting, animation, rigging, particles, and more

Zoic Studios, Los Angeles, CA **Sept 2005**
Maya Artist – Character Rigging
• Created rigs for 3 bipedal characters for a commercial spot, Neopets Darkest Fairy

California State University at Fullerton, Fullerton, CA **Sept 2004 – Dec 2005**
Maya Instructor
• Taught a general course in Maya for beginners

Engine Room, West Hollywood, CA **Nov 2003 – Jan 2005**
Maya Artist
• Used Maya for television/broadcast quality effects
• Created models (character and environmental), set up lighting, did texturing, rigging (specifically a bird) for a variety of projects
• Also did some particle and dynamics work

Picture Mill, Hollywood, CA **Sept 2004**
Maya Artist Chevy: Right Truck (Event Campaign)
• Worked on integrating logos and catch phrases into the commercial, text created in Maya

Abram Friedman Occupational Center, Los Angeles, CA **Mar 2002 – Nov2003**
Maya Instructor
• Taught a general course that covered: modeling, texturing, lighting, animation, rigging, particles, and more

Stargate Digital, South Pasadena, CA **Mar 2002 – Jan 2003**
Maya Artist
• Used Maya for television/broadcast quality effects
• Architectural modeling and texturing, some lighting duties and setting up cameras

Dreamscape Imagery, Inc., Los Angeles, CA **Sept 2000 – Jan 2002**
Maya / 3D Studio Max Artist
• Used Maya and 3D Studio Max to create visual effects
• Character modeling based off of photos of an actress
• Texturing of a variety of organic and inorganic objects
• Lighting for a variety of projects
• Effects work, dynamics and particle systems

EDUCATION

California State University at San Bernardino, San Bernardino, CA **Mar 1993 – Dec 1998**
• Master of Arts in Education: Instructional Technology

University of California, Riverside, Riverside, CA **Jan 1991 – Dec 1995**
• Ryan Single Subject Credential: Art, Ryan Multiple Subject Credential K-8

California State University at Pomona, Pomona, CA **Jan 1986 – June 1990**
• Bachelor of Arts in Art Minor: Art History