

Vincent R. DeLay

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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

Blizzard, Irvine, CA

Feb 2018 – Se 2018

Maya Cloth/Hair FX Artist

Scanline LA, Culver City, CA

Feb 2017 – Oct 2017

Maya Cloth/Hair FX Artist

Encore VFX, Burbank, CA

June 2016 – Sept 2016

Cloth/Hair FX Artist for television shows

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 Hollywood, 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 alice 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 alice 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 – Feb 2006

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 – Nov 2003

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