



Hubert Leo

Character Technical Director/Rigger

25687 Crestfield Circle
Castro Valley, CA 94552
Email: hubertleo@gmail.com
www.hubertleo.com
(510)862-3445

OBJECTIVE

A career as a character technical director/rigger at a game or film studio, where I can contribute in producing the highest quality work and challenge both my technical and artistic skills.

TECHNICAL QUALIFICATIONS

Platforms: PC (in depth), Mac (basic knowledge)

Software:

Highly Skilled: Autodesk Maya, Adobe Photoshop, Adobe After Effects, Word, Excel

Proficient: ViconIQ Mocap system, Alias Motionbuilder, Realviz Matchmover, Pixelogic Zbrush, Mudbox, Headus UV, Roadkill, Unfold3D, Crimson Editor

Programming Languages: Familiar with MEL script

SKILLS

Technical: Knowledge of rigging, 3D modeling (hard surface, environmental, organic), texture and lighting, and animation. Basic knowledge of match-moving, compositing, rendering, roto, and web design.

Traditional: Drawing, painting, sculpting, concept art, and storyboarding.

Strengths: Dependable, able to work under pressure, self-motivated, and excel at working as part of a team in a professional manner.

EXPERIENCE

"The Last Stand" (Student project: Unreal Tournament Level) 2007
PROJECT LEAD

Managed a team of eleven to create an entire video game level in five weeks. Multitasked as a concept artist and modeler.

Beauty In The Bag (Student Film) 2006
WRITER, EDITOR, PRODUCER, DIRECTOR, CAMERAMAN, BOOM OPERATOR, LIGHTING
Collaborated with four other students in creating a short film.

EMPLOYMENT

American Eagle Outfitters, Pleasanton, CA 2001-2005
SALES REPRESENTATIVE/STOCK

Responsibilities varied from customer service, processing inventory, and aiding colleagues with their work.

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA 2006 – 2008
B.A.S. in Animation and Visual Effects
Graduated with honor as salutatorian

Diablo Valley College, Pleasant Hill, CA 2002 – 2006
Associate in Arts