

# Matthew Rampias

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## OBJECTIVE

I strive to constantly further myself as an artist, particularly in the realm of 3D lighting and effects.

## QUALIFICATIONS

I have over 10 years experience modeling, animating, lighting, and compositing professionally for feature films and TV productions, using a variety of platforms and software packages.

### Skills

Predominantly lighting and effects, but I come from a “do it all” background and have the ability to model, texture and animate as well.

Software packages I have used include: Birps (Sony Proprietary Renderman Interface) Bonsai, Light, Comp, Matte16 (proprietary,) Lightwave 3D, Maya, Shake, Digital Fusion, Combustion, After Effects, Photoshop, Final Cut Pro, Premier...

## EMPLOYMENT

### **2005-2009 Lighting, Sony Pictures Imageworks**

Lighting and Compositing on Open Season, Open Season 3D, Monster House 3D, Heist, Surf's Up, I Am Legend, Speed Racer, Cloudy with a Chance of Meatballs

### **2003-2005 Lighting, Pacific Data Images/DreamWorks Animation**

Lighting and Compositing on Shrek 2 and Madagascar

### **2003 Lighting/FX Supervisor, Todd Grimes Productions, Inc.**

Lighting/FX Supervisor various projects, such as “St. Mulligan and the History of Golf”

### **2002-2003 Lighting, Effects, Animation, Modeling, Compositing, Nickelodeon Digital**

Fluid dynamics, Particle systems, developing look and feel and final output for several key sequences on a 2K Nickelodeon/Universal Simulator Ride film for Universal Studios, Florida

### **2002 Lighting, Fluid Dynamics, Base 2 Studios**

Lighting and fluid dynamics on a commercial for Look Chocolate.

### **2002 Design and Creation, XK Entertainment Logo**

Design, modeling, animation, lighting and final output of XK Entertainment's company logo and end credit bumper.

### **2001-2002 Lighting, Effects, and Animation, Threshold Digital Research.**

Final lighting, effects, and compositing for the Disneyland Paris simulation Armageddon.

**2000-2001 Lighting and Effects, Neutronium/DNA Productions, Inc.**

Final lighting, effects, and compositing for the Paramount/Nickelodeon Oscar nominated 3D film "Jimmy Neutron Boy Genius"

**2000 Designer/Animator, ABC**

Designed and animated station identification logos for ABC News Channel 5, in Phoenix, AZ

**2000 Lighting and Effects, Foundation Imaging**

Final lighting, effects and compositing for the full 3D animated series Max Steel

**1999-2000 Lighting and Effects, Foundation Imaging**

Final lighting, effects and compositing for the Emmy nominated 3D animated series Roughnecks: The Starship Troopers Chronicles

**1998-1999 Lighting and Pre-visualization, Pittard Sullivan**

Modeled, Textured, and lit the opening scene and also did pre-visualization for the HBO Feature Presentation intro.

**1998 Lighting and Effects, Morris Films**

Final models, textures, lighting, effects and compositing for the student film Kusah Hakwaan

**1997-1998 CG Modeler, Lighter and Animator, DreamWorks SKG**

Modeling, texturing, lighting, effects, and compositing for the animated series Invasion: America

**1997 Instructor, Nova Institute, Culver City, CA**

Instructed 25+ students on aspects of 3D in film and video, compositing, animation and lighting.

**1994-1997 CG Supervisor, Art Data Interactive**

Creation of the games Chess Wars: a medieval fantasy, Nick Faldo Championship Golf, Doom and Rise of the Robots for 3DO

**References Available On Request**