

Paul Jewell

OBJECTIVE

A position as a FX Animator/ FX Technical Director in a progressive and creative environment. Primary focus is on the simulation of natural phenomena for film and television.

QUALIFICATIONS

- Experienced professional with expertise in:
 - Creating all types of visual effects including smoke, fire, sparks, explosions, snow, and dynamic simulations
 - VFX supervision (live action & digital)
 - MEL scripting, Real Flow, Syflex cloth simulation
- Experienced in compositing e.g. colour correction, matte extraction, rotoscoping, matte painting, and understanding digital environments and logarithmic colour space
- Goal directed and results oriented with a strong commitment to developing a career as a visual effects artist
- Effectively able to work independently and an effective team player with strong interpersonal and communication skills
- Adept at managing multiple priorities and working under pressure to meet time-sensitive deadlines; analytical skills to solve complex problems
- Detail oriented and well organized

WORK EXPERIENCE

- 2007** **SPIN West** **Vancouver, BC**
FX Technical Director
- Responsible for creation and rendering of all types of visual effects.
 - Software used: Maya (Fluids, Particles, MEL scripting)
 - FX TD for Outlander feature film
- 2007** **The Moving Picture Company** **London England**
FX Technical Director
- Responsible for creation and rendering of all types of visual effects.
 - Software used: Maya (Fluids, Particles, MEL scripting), Syflex Cloth Simulation
 - FX TD for 10 000 B.C. feature film
- 2006** **Pendulum Studios** **San Diego, CA**
Lead FX Technical Director
- Responsible for creation and rendering of all types of visual effects.
 - Software used: Maya (Fluids, Particles, MEL scripting), Syflex Cloth Simulation, Real Flow
 - Lead FX TD for Paraworld game intro cinematic
 - Lead FX TD for Frontline: Fuel of War E3 cinematic
 - FX TD for Marc Antony. House of Moves motion capture demonstration
- (2004 – 2005)** **DKP Studios** **Toronto, ON**
FX Animator
- Responsible for all types of visual effects including smoke, fire, sparks, explosions, and dynamic simulations for television and film.
 - Software used: Maya (Fluids, Particles, MEL scripting), Syflex Cloth Simulation, Real Flow
 - Credits include:
 - Lead FX Animator for Veggie Tales
 - FX Animator & part of cloth development team for Everyone's Hero (feature film 2006)
 - FX Animator for Shoebox Zoo (BBC), The Happy Little Elf (NBC Xmas special 2005)
- 2004** **Seneca College** **Toronto, ON**
Teaching Assistant for Visual Effects Program
- Assisted the Visual Effects students with the software taught within the program (i.e. Discreet Flame, Discreet Combustion, Maya, Adobe Photoshop, Adobe Premiere)
 - Coaching the students to better understand the concepts taught in regards to compositing, fx and commercial design, and 3D animation and particle systems.

Freelance 3D Animation & Effects

- Children's Health Foundation (2005) – Children's Hospital for Western Ontario TV spot
 - VFX Supervisor for commercial (including on location shoot) -FX planning & creation
 - Editing & compositing tv commercial spots
- Children's Miracle Network (2003-2005)
 - Company logo creation and bumpers (for 2003-2004 Telethon campaign)
 - TV Commercial spots
- GWL Realty Advisors (2005) - Dynamic 3D logos and bumpers for company video
- ModelTech International Inc. (2005) - Dynamic 3D logo & bumpers for company video
- CIVA Communications (2000 - 2004) – company logo creation
- Lifebreath HRV Systems (2002) – simulations of how the HRV systems worked

Freelance Computer Consulting

- Consulted for several businesses and individuals for computer repairs, installations and troubleshooting

EDUCATION & PROFESSIONAL TRAINING

- **HOUDINI TD SKILLS – BOOTCAMP** *Side Effects Software, Sanata Monica, California, USA (fall session 2005)*
 - An intensive one week course to Houdini for technical directors using production-level 3D software on feature film work with particular focus on visual effects and lighting. This intensive hands-on course provides a working knowledge of Houdini in production.
- **ONTARIO COLLEGE GRADUATE CERTIFICATE – VFT Visual Effects for Film & Television** *Seneca College, Toronto, ON (winter session 2004)*
 - An intensive visual effects and motion graphics program focusing on Discreet Flame, Discreet Combustion and Maya
- **ONTARIO COLLEGE GRADUATE CERTIFICATE – DAN 3D Animation** *Seneca College, Toronto, ON (fall session 2001)*
 - An intensive digital animation program focusing on the concepts of 3D computer-based modelling and animation. The emphasis on learning the tools to problem solve, and to create finished portfolio projects using Maya animation software.
- **STUDIO M – Max The Mutt Animation, Toronto, ON (2000-2001)**
 - Art Fundamentals with strong emphasis on life drawing
- **BEAL SECONDARY SCHOOL – Special Arts Program, London, ON (1999-2000)**
 - Focused on 8 major arts including life drawing, animation, and sculpture
- **COLLEGE CERTIFICATE** *Fanshawe College, London, ON (1998)*
 - Design for cartoon animation
- **ONTARIO SECONDARY SCHOOL DIPLOMA** *Medway High School, London, ON (1996-1999)*

COMPUTER SKILLS

- Graphic Software:** Alias Wavefront Maya, Houdini, Real Flow, 3D Studio Max, Discreet Combustion, Discreet Flame, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, various editing and encoding video tools
- Web Software:** Macromedia Dreamweaver MX, Flash MX
- Programming:** Extensive knowledge of MEL, Python, HTML, Flash, Java Script
Working knowledge of C, C++, Visual Basic, ASP, SQL

ACHIEVEMENTS & INTERESTS

- **Ultralight Aeroplane**
 - 1st solo flight at 14 years of age
- **Automotive and Automotive Electronics**
 - Competition stereo system
 - Car customization

i. References available on request