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# Niles Ondoy

## Skills

- Photoshop
- After Effects
- Illustrator
- Adobe Audition
- Maya
- Painting
- Drawing
- ZBrush
- Mud Box
- BodyPaint 3D
- Road Kill UV Layout
- Headus UV Layout
- DreamWeaver
- Flash
- X Normal
- 3D Studio Max
- CryEngine

## Work Experiences

### **NEVERDIE Studio**

**Feb.2011/April.2011**

*Character Artist*

- Created 3D models, texture, rigs, and concepts art for the *virtual world for Rocktropia*

### **The Famous Group**

**Nov.2010 - Jan. 2011**

*Lead Texture Artist*

- *Communicated and coordinated with my team to keep our progress organized and managed*
- *Created 3D models, textures, and layout scenes for a Lexus commercial*

### **NEVERDIE Studio**

**Aug 2010 - Oct. 2010**

*Character Artist*

- *Created 3D models and textures for the virtual world for Rocktropia and Next Island*

### **Heavenspot: Digital Creative Agency**

**Jun 2010 - Aug. 2010**

*Freelance 3D Modeler and Texture Artist*

- Created 3D models, textures, and renders for the Tron Website for Disney
- Created 3D asset for the augmented reality for Clash of the Titans website for Warner Bros.

### **CrazyBridge Studio**

**Jun 2008 - Jun 2009**

*3D Artist*

- Created 3D models, texture maps, and rigs for 10 episodes for Patton 360
- Created texture maps for 3 episodes for Life After People

### **Baumvision**

**Mar 2008 - Mar 2008**

*Freelance 3D Modeler*

- Created 3D models and renders based on the company's design concept for the Marc Jacob's line

### **Game Centric**

**Feb 2008 - March 2008**

*Freelance Environment Artist*

- Created a cinematic 3D Environment for a video game commercial

## Education

### **The Art Institute of California – Orange County (AICAOC)**

*Bachelor of Science in Game Art & Design*

Completion date March. 2008