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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

## Work Experiences

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

**Present**

*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**

**2009**

*3D Modeler and Texture 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**

**2008**

*Freelance 3D Modeler*

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

### **Game Centric**

**2008**

*Freelance Environment Artist*

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

### **AICAOC - Mystic Clock Tower Mod Squad**

**2007**

*3D Digital Artist*

- Created concept and 3D asset
- Manipulating and importing 3D asset in the Unreal Engine

### **Primedia**

**2004**

*Web Intern*

- Responsible for updating the company's websites
- Designed screenshots and promo lead images

## Education

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

*Bachelor of Science in Game Art & Design*

Completion date March. 2008