

# CONRAD EGAN

*Technical Artist*

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408 472 7893

## Education

### University of California, Los Angeles, 2013

BA, Design Media Arts  
Cumulative GPA: 3.838

*Fall 2009 - present*

### Gnomon School of Visual Effects

Maya Fast Track program (9 weeks)  
Modeling, Texturing, Lighting/Rendering, Animation, Rigging, Skinning, Effects

*7/2011 - 9/2011*

### American Animation Institute

Classes: Drawing for Composition, Life Drawing, Perspective

*Fall 2010 - Spring 2011*

## UCLA Classes

Computer Animation (C++), Intro to Computer Graphics (C++, OpenGL), Computer Graphics Rendering (Ind. Study), 3D Modeling and Motion II, Computer Science II (Data structures and algorithms), Principles of Java, Linear Algebra, Video, Drawing, Color, Gaming, Calculus of Several Variables, Differential Equations, Typography, Web Design

## Experience

### Marvel Animation Studios - Glendale, CA

*1/2013 - Present*

#### | Animation Production Intern

Created rough animatics to time each shot and synchronize voice recordings  
Conformed storyboards to match director's cut of animatics for each episode  
Organized library of digital assets

### Traceback Studios - Santa Monica, CA

*6/2011 - Present*

#### | Lead Environment Modeler / Texture Artist

Modeled majority of set pieces and props for an independent animated short film titled "One Per Person"  
UV'd and texture painted props and set pieces  
Worked with 70+ industry professionals in a pipeline setting

### shopkick, inc. - Palo Alto, CA

*7/2012 - 9/2012*

#### | Freelance Graphic Designer

Reformatted logos in shopkick logo database for use in their app

### UnitZeroVFX - Hollywood, CA

*6/2012 - 7/2012*

#### | Intern

Retopologized models in 3D-Coat  
Created UV layouts and texture painted for a 3D app prototype

## Portfolio

<http://dma.ucla.edu/~conradegan>

## Skills

Modeling, Texturing/Surfacing, Lighting, Rigging, Drawing, Environment Art

### Software

Maya Mudbox mental ray Photoshop ZBrush V-Ray Nuke BodyPaint 3D  
AfterEffects Illustrator InDesign 3ds Max Toon Boom Cinema 4D Premiere

### Languages

C++, Java, Processing, HTML, CSS

## Activities

### UCLA Film and Photography Society

## Recognitions

### UCLA Regents Scholar

*2009*

### Design Media Arts Dean Award

*2011*

### "UV/UG" Exhibition

*2013 New Wight Gallery, LA*

### "AND" Exhibition

*2012 New Wight Gallery, LA*