Dorn Roberts | cg rigging, animation, modeling

reel: www.dornroberts.com ♦ dornroberts@gmail.com ♦ 503-957-3806

Software

- Maya
- 3ds Max
- Scripting (MEL/Python)
- Zbrush
- AfterEffects
- Illustrator
- Photoshop

Education

The Art Institute of Portland
Bachelor of Fine Arts in Media Arts & Animation
Bachelor of Science in Multimedia and Web Design

Colorado State University
Bachelor of Fine Arts in Graphic Design

Awards

Rosey Awards 2017
Award of Excellence; Motion Design & Animation

Exhibitor by Invitation 2009 & 2010
Design, Drink & Be Merry, the Art of the Micro Brew

Silver Medal 2006
World Beer Championships Packaging Competition

Grand Prize Winner 2003
Macromedia & Art Institutes International
Student Design Contest, Game Design

Artist of Record 1994, 1996 & 1997
Snowdown Winter Celebration, Durango CO

Experience

Digital Dimension, Montreal QC Sept. 2019 - Sept. 2020
Senior Rigger
Character and prop rigging, rig maintenance, custom rigging solutions for animation, mentoring junior riggers.
Software used: Maya

Bent Image Lab, Portland OR 2016 - 2019
Rigger - CG Generalist
Software used: Maya, 3ds Max

SuperGenius Studio, Oregon City OR 2019
CG Animator
Software used: Maya

Liquid Development, Portland OR 2018
CG Rigger
Software used: Maya

Refuge VFX, Portland OR 2018
CG Rigger
Software used: Maya

Freelance 2012-2016
CG modeling, rigging and animation for video and interactive. Design and illustration for a Colorado microbrewery, now an international brand.
Software used: Maya, AfterEffects, Illustrator, Photoshop

GP Strategies, Portland OR 2008-2012
Interactive Designer
Software used: Flash, Photoshop, Illustrator

Coates Kokes, Portland OR 2006-2008
Interactive Designer
Software used: Photoshop, Illustrator, Flash

Precision Digital/City Imaging 1999-2005
Digital Prepress Lead
Software used: InDesign, Illustrator, Photoshop, more

Ft. Lewis College, Durango CO 1997-1999
Adjunct Faculty
Software used: QuarkXpress, Photoshop, Illustrator