

# Tom Klejne

## Objective

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To work on inspirational and truly amazing art using cutting edge technology and to keep a passion for the quality of work being done.

## Skills

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- Hard working with a very strong sense of duty and work ethics
- Proficient in compositing with Photoshop and Nuke
- Skilled with lighting using Vray and Render Man in Maya and 3dsmax
- Texturing with substance painter and Photoshop
- Photography and photo editing
- Problem solving as well as very good organization and communication abilities.
- Very high attention to detail and enjoyment of cg work.
- Skilled with hard surface modeling

## Experience

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Oct 2016 - Current

BAM Communications

Vancouver

### Lead 3d Artist

- Working in a very fast paced environment producing high quality renders with very limited time
- Lighting, rendering and a strong eye for visual quality is part of the routine
- Worked with a high level of creative freedom and responsibility, encouraged to take risks to achieve higher quality work
- Reviewed work from other artists and outsource partners to insure a high level of quality
- Responsible for problem solving while sticking to promised estimates

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Oct 2014 - Oct 2016

DHX Media

Vancouver

### Senior CG Generalist

- Working on the Peabody and Sherman show by Dreamworks to a very high standard of quality
- Maya animation and Vray rendering on the backgrounds and many assets within the 3d portion of the set.
- Using Nuke to import EXR images and do some comp work
- In the lead position of the CG team making art and workflow decisions for our department
- Troubleshooting Dreamworks custom toolsets and a using a new 3d / 2d integrated pipeline

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Sep 2014 - Sep 2014

Icon Creative

Vancouver

### Lighter/CG Generalist

- Jumped on to help finish a game trailer with an extremely tight deadline
- Worked on lighting, asset creation, problem solving and rendering using Maya and Mental Ray
- Working with a team and compositors to get the correct render layers out

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March 2014 - May 2014

Goldtooth Creative

Vancouver

### Lighter/CG Generalist

- Created CG Lighting for in-game cinematic on "Lord of the Rings - Shadows of Mordor" using 3dsmax and the monolith game engine tools
- Worked with feedback from the producer to a very high standard to achieve top quality results

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July 2004 - July 2013

NGRAIN

Vancouver

### Lead 3D Artist

- Worked with a team of 3d artists on very complex 3d projects
- Helped to create a more efficient workflow process in order to beat deadlines and maintain quality
- Worked with project managers, animation team and QA to insure quality of deliverables
- 3d Modeling and texturing of extremely detailed and accurate 3d models from photographic reference
- Assembled complex mechanical assemblies in 3d consisting of thousands of parts
- Worked with tight deadlines and worked with a very high level of quality for the deliverables
- On special occasion worked with various cad files to import 3d cad models to use as reference

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## Education

2003

VFS / VanArts / Self taught

Vancouver

- Certificates for Maya, 3dstudio max and visual FX from VFS
- Certificate for life drawing from VanArts
- Self taught for 8 years prior to professional 3d work

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## References

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