

Personal Details

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Available on request due to confidentiality

Current Employment

Fuel International

Areas of Expertise

Modelling – I have primarily specialized as a modeller using Maya and Zbrush in my working pipeline for 5 years.

I also have experience and expertise in:

- Texturing
- Lighting
- Rendering
- Quality control
- Research and development
- Pipeline management

Education

2002-2003 Cert IV in Interactive Multimedia (East Perth TAFE, WA)

Advanced skills in website, scripting, 2D drawing, 2D animation, 3D building and design.

2003-2004 Diploma in Interactive Multimedia (East Perth TAFE, WA)

Advanced websites design, advanced 2D drawing techniques, advanced 2D animation techniques, advanced 3D building and design techniques.

2004-2005 Diploma in Advanced Animation (Northbridge TAFE, WA)

Advanced skills in 2D animation techniques, 3D modeling, UV-mapping, texturing, rigging, animation.

2007 Cybergirl V (Online course with Steven Stahlberg)

An advanced study into female topology and learning how to model, texture, surface, weight and render the female form.

(<http://workshops.cgsociety.org/courses/000031/>)

Character Rigging in Maya II (Online course with Todd Widup)

Advanced concepts and ideas for bipeds/quadrupeds. Techniques for rigging various creatures, along with ways to troubleshoot issues within the rig and within the animation file. (<http://workshops.cgsociety.org/courses/000036>)

Career Detail | **3D Modeler and Texture Artist Fuel Internation (May 2009 – Present)**

During my time at Fuel I have worked on many TVC's filling the role as a Modeler and Texture artist using Maya, Zbrush and Photoshop.

I work as a part of a team and have to deliver high quality work in with a quick turn around. I have been given only positive feed back and as a result keep receiving more challenging roles. I have currently worked on:

Arnots Buscuits #1: Modelling and Surfacing

Bank of New Zealand #1: Hard Surface Modelling

Optus #1: Hard Surface Modeling, Organic Modeling and Texturing

Arnots Buscuits #2: Organic Modeling, Texturing and Surfacing

V Energy Drink #1: Hard Surface Modeling

Optus #2: Hard surface and organic modelling

Teijin #1: Character modelling

Work safe: Organic modelling and surfacing

3D Modeler and Generalist Flying Bark Productions (May 2008 to May 2009)

During my time at Flying Bark Productions I have worked closely with producers and directors of the company on four major projects, which include; Master Raindrop, Ziby, Zeke's Pad and Enyo.

My primary role at Flying Bark Productions is to model characters and environments to specific concepts and references. I have been using both Maya and Zbrush throughout the pipeline. My work is always well received and quickly approved. I currently work in a team however I can also work individually. I have had a number of years of experience managing and meeting deadlines. In my current role I have had to deliver a high quality product within a tight timeframe.

Below are a list of tasks that I have preformed and been involved in at Flying Bark Productions:

Modelling Specific:

- Characters
- Creatures
- Environments
- Props
- Set elements

Generalist Tasks:

- Texturing
- Animation
- Lighting
- Rendering
- Research and Development
- Asset checking
- Quality control

Freelance Visual FX artist (April 2004 to May 2008)

Modeling Specific:

- Lead Modeler – Short animation film “Cool Breeze”
- Character Modeler – Half Life 2 mod “Enterprise: Temporal Cold War”
- 3D Modeller – CGSociety.org Strange Behaviour (Short Film)

Other Projects:

- 3D Generalist – In house 3D animation presentation for BHP Billiton (sub-contracted for Cheesy Holdings)
- 3D Animation – TV Commercial for Centerlink (sub-contracted for Cheesy Holdings)
- 3D Generalist – 3D website elements for Western Power (sub-contracted for Liquid Amber Design)
- 3D Generalist – Film Commercial for West Australia Museum, (sub-contracted for Cheesy Holdings)
- 3D Generalist – TV Commercial for Red Rooster (sub-contracted for Cheesy Holdings)
- 3D Generalist – Still for print for ORS Campaign, (sub-contracted for Cheesy Holdings. Two posters)
- 3D Generalist – TV Commercial for Transperth, (sub-contracted for Cheesy Holdings)
- 2D Titles – Title animation for "Learning by Osmosis" - Short film
- 2D Animation – In house 2D animation RAC (sub-contracted for Cheesy Holdings)

Software Program Experience

I have extensive experience with the following programs:

- Maya Unlimited – Expert
- Adobe Photoshop – Expert
- Adobe AfterEffects - Expert
- Z-Brush – Expert
- Mudbox – Expert
- UV headus – Expert
- Bodypaint - Good
- Deep Paint - Good
- Adobe Illustrator – Well developed
- Adobe Flash - Well developed
- Pro-Tools Digital Audio -Well developed
- DVD Studio Pro - Well developed

Professional History

High end TVC's: 3D Modeller and Texture artist Fuel International

Enyo: 3D Modeller and Generalist; Flying Bark Productions

Master Raindrop: 3D Modeller, Quality control and Set checking; Flying Bark Productions

Zigby: 3D Quality control and set checking; Flying Bark Productions

Zeke's Pad: 3D Animation; Flying Bark Productions

Freelance Visual FX: 3D Modeller and Generalist artist

Referee

Michael O'Brien
Flying Bark Productions
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