

## Tomas Sisneros 2D and 3D Artist

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Portfolio Located at: <http://www.tomas-studio.com/>

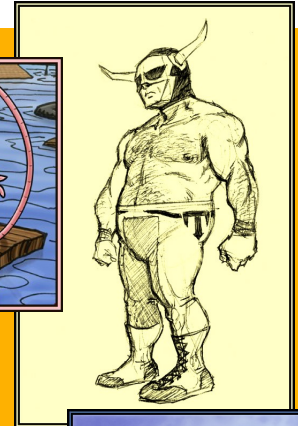
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### Objective

I seek a position that will allow me to continue to grow as an artist and designer. I thrive to create imaginative, exciting and challenging products within a team environment with other individuals who are as passionate and driven as I am about creating top notch entertainment.

### Primary Skills

- Highly Motivated and Creative
- Solid 3D Modeling and Texturing Skills
- Character Rigging/Skinning and Basic Animation Skills
- Scene Lighting
- Concept Art
- Character Design
- Environment and Prop Design
- Storyboard Illustration and Cinematics
- Experienced in Traditional Drawing and Painting Media
- High Attention to Detail
- Strong Time Management, Organizational and Asset Management Skills
- Excellent Leadership, Communication and People Skills
- Experienced Team and Project Scheduling



### Software

- 3Ds max
- Adobe Photoshop
- Z-Brush
- SketchUp
- Mudbox
- BodyPaint 3D
- Deep 3D and Deep UV
- Corel Painter
- Sketchbook Pro
- Particle Illusion
- Sony Vegas
- NXN Alienbrain
- Perforce



### Shipped Game Titles

*All Star Cheer Squad*, Environment Concept Artist, 3D Modeling and Texturing, DS and Wii  
*Skip-Bo Castaway Caper*, UI Design and Concept Art, GameHouse Downloadable Games  
*NBC Heads Up Poker*, Art Director, PC  
*Stacked with Daniel Negreanu*, Art Director, PC, Xbox, Ps2  
*Disney Princess*, Artist, Jakks Pacific TV Games



### Work Experience

2007 – Present **Freelance Contract Artist**

*Arkham Graphics, Film Roman, Cinematico, Mara Pets Games, Corporate Inspired Creations, Wondergalaxy Studios, The Bradford Exchange, New Dimension Sound, Dukes Show Room*

*I've been working full time as a freelance contract artist and designer for a wide variety of clients in the U.S., U.K., and Canada. During this time I've done storyboarding, 3D modeling and texturing, UI design, concept art, 2D sprites, product design, company branding and logos.*

2002 – 2007 **5000ft, inc.** Art Director

*Daredevil, Stacked with Daniel Negreanu, Disney Princess, NBC Heads Up Poker*

The lead artist position became available a year after I joined 5000ft and the position was offered to me based on my ability to keep up to speed with all the software packages and for demonstrating leadership skills while mentoring other artists with their 2D skills. I was offered the Art Director position within 6 months and my responsibilities as Art Director included managing both the 2D and 3D Art production pipelines, balancing the creative and visual requirements within schedule and budget. I facilitated the communications between the Art Department and all other departments to insure we were able to generate the best art we could within our engines specs. I was responsible for hiring and training new additions to the Art team. I worked with a number of off-site and on-site contractors and also coordinated working with

subcontracting studios from England and the Ukraine. I was also responsible for creation of both 2D and 3D assets in addition to my management duties. It was required that I develop and maintain the visual direction, art style and feel on an original IP from conception to completion for Stacked and NBC Heads Up Poker. During my tenure with 5000ft, I have worked to develop and refine the overall Art production pipeline. I strive to raise the level and quality of the work we produce with each successive project by being forward thinking and establishing the groundwork for implementing new techniques, ideas and higher art specs on future projects.

2001 – 2002 **5000ft, inc.** 3D/2D Artist  
*Daredevil*

I started out as an entry level artist and as I possessed very minimal computer skills, it was required I rapidly learn the necessary techniques and software to succeed in my job. I invested my spare time learning all the software and applications necessary for my development. As I was the only experienced 2D artist on the team it was my responsibility to generate concepts and to train the other artists in 2D work.

### Additional Work Experience

2000 – 2002	<b>Film Roman</b> <i>X-Men: Evolution</i>	Storyboard Artist, Revisions, Clean Up
2001	<b>Bohbot Kids Network</b> <i>Ultimate Book of Spells</i>	Storyboard Artist, Revisions, Clean Up, Background & Prop Design
1999	<b>Saban Entertainment</b> <i>Nascar Racers</i>	Storyboard Artist
1999	<b>Bohbot Kids Network</b> <i>Roswell Conspiracies</i>	Storyboard Artist
1998 – 1999	<b>Mike Young Productions</b> <i>Voltron in the 3<sup>rd</sup> Dimension</i>	Storyboard Artist
1998	<b>Disney TV Animation</b> <i>Pepper Ann</i>	Storyboard Revisions and Clean Up
1998	<b>HBO Animation</b> <i>Spawn: The Animated Series</i>	Storyboard Artist, Character, Background & Prop Design
1998	<b>MGM Animation</b> <i>Robocop: Alpha Commando</i>	Storyboard Artist
1998	<b>Saban Entertainment</b> <i>Silver Surfer</i>	Storyboard Artist
1996 – 1997	<b>MSH Entertainment</b> <i>Van-Pires</i>	Storyboard Artist, Character Design
1995	<b>Saban Entertainment</b> <i>X-Men the Animated Series; Tenko and the Guardians of Magic; Spider-Man; SpyDogs</i>	Storyboard Clean Up
1995	<b>Disney TV Animation</b> <i>Gargoyles</i>	Storyboard Clean Up
1995	<b>Graz Entertainment</b> <i>GI Joe Extreme</i>	Storyboard Clean Up

### Comic Book Work

1991 – 1995 *X-Men Yearbook* (pin-up illustration); *Razor Uncut #36* (penciler); *Jacknife #1* (penciler); *Warcat the Series #2* (penciler, cover art); *The Eden Descendants #2* (inker); *Mortal Kombat Battlewave #5* (penciler, inker); *Razor #0* (inker); *Hot Comics Preview #1, #2* (penciler, inker); *Warcat #2* (penciler, cover art); *Doctor Faustus #2* (penciler, inker); *Necromancer Special Edition #1* (Inker); *Equinox Chronicles #1, #2, #3* (penciler, inker, designer); *Shade the Changing Man* (background inks); *Eclipso* (background inks)

### Education

**American Animation Institute**, North Hollywood, CA  
**Disney TV Storyboard Apprenticeship Program**, Burbank, CA  
**Joe Kubert School of Cartoon & Graphic Art**, Dover, NJ

Portfolio Located at: <http://www.tomas-studio.com/>

Sketch Blog Located at: <http://tomasstudio.blogspot.com/>

LinkedIn Profile Located at: <http://www.linkedin.com/pub/dir/tomas/sisneros>