

JOHN BELLAS **3D GENERALIST**

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SOFTWARE: Autodesk Maya VRay / Redshift Pixologic ZBrush The Foundry Nuke Adobe Photoshop Adobe After Effects	SPECIALIZING IN: <ul style="list-style-type: none">• Stylized & Photorealistic Lighting/ Shading in VRay / Redshift• Organic & Non-Organic Modeling, Hi/Lo-Res<ul style="list-style-type: none">• UV Texture Mapping/Painting and Procedural Texturing/Shading• Keyframe / Camera Animation	ALSO PROFICIENT IN: FX Animation (Particles, Cloth, Hair) Stereoscopic 3D VFX Compositing/CG Integration Camera Tracking Roto/Paint
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EXPERIENCE

FREELANCE 3D GENERALIST

MAY 2016 > CURRENT

Los Angeles, California

- Clients include Picture Mill, BakedFX, Imaginary Forces, Filmworkers Club, Buster

SENIOR VFX DESIGNER

JUNE 2014 > MAY 2016

Walt Disney Imagineering

Glendale, California

- Worked on premiere attractions for Disneyland Shanghai & Hong Kong Parks including Pirates of the Caribbean and The Iron Man Experience
- Lead artist on Scenic Illusion projects blending photoreal cg into the real world using Maya, VRay and Nuke
- Installed and integrated cg media on-site at Shanghai Disneyland Resort
- Collaborated regularly with Special Effects, Interiors, Show Lighting and Dimensional Design departments

SENIOR 3D GENERALIST

MAR 2011 > JUNE 2014

Picture Mill

Los Angeles, California

- Created CG main and end title sequences for feature films including Fast Five, Smurfs, Rise of the Planet of the Apes, Journey2: The Mysterious Island, and others

FREELANCE COMPOSITOR/3D GENERALIST

2004 > 2011

Los Angeles, California

- Clients include ABC/Raleigh Studios, Mojo, Buddha Jones, Omation, Nickelodeon
- Nominated for 12th Annual Golden Trailer Awards 'Best Graphics In A TV Spot' for work on Harry Potter and the Deathly Hallows and Legend of the Guardians TV Spots for Mojo, LLC

EDUCATION

BACHELOR OF FINE ARTS IN TIME-BASED MEDIA STUDIES

1999 > 2003

Columbus College of Art & Design

Columbus, Ohio