



INFO

Name

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Walter R. Fulbright

Character TD/Modeler

OBJECTIVE

To work alongside a creative team, creating and rigging high quality 3D characters with a distinct artistic vision in mind.

WORK EXPERIENCE

Framestore - CG Artist/Rigging TD Jan. 2019- Present

Working as a CG Rigging Artist

Colaborated with supervisor in creating mulitple custom rigging modules

Created rigs for props with extreme deformation

Framestore - Fall Internship Oct. - Dec. 2018

Worked on several projects as a CG Generalist

Focused primarily on modeling, texturing, and rigging on most projects

DreamWorks Summer Program May. - July. 2017

10 weeks program creating a short 15-20 second animation

Started with a story idea and finished with a render

Model and Rigged the main character

AWARD

2016 Frank and Ollie Animation Award

SOFTWARE

Proficient In:

Adobe Suites
Arnold
Headus UV Layout
Maya
Substance Painter
TopoGun
Zbrush

Experience In:

KeyShot
Mari
Marvelous Designer
MudBox
Nuke
Renderman 21
Wrap

Programming:

C++
C
Java
Linux
OpenGL
Pipeline
Python

EDUCATION

2015 - 2018 Clemson University, MFA in Digital Production Art (DPA)
Emphasis: specializing in the field of modeling and rigging

2014 - 2015 University of Nottingham, B.S. in Computer Science
Emphasis: studying abroad to expand my knowledge of other cultures to influence both my programming and artistic skills

2011 - 2015 College of Charleston, B.S. in Computing in the Arts (CITA)
Emphasis: creative, design and code new creativity tools for the future

PERSONAL INTEREST

Traveling, Soccer, Running with the Bulls(Pampalona) and Cycling

VOLUNTEER

ACM SIGGRAPH 2016, Adaptive Cycling Ride 2018