

Stephen Cunnane

1724 N Highland Ave. Apt 544, Hollywood, CA, 90028 | 949-233-9523 | slcunnane@gmail.com www.stephencunnane.com

About

Digital Artist specializing in Animation along with 3D Generalist skills. Background in Cinematography and Animation, trained in Maya and After Effects. Background in traditional art which has helped guide approach toward Digital Art.

Education

GNOMON SCHOOL OF VISUAL EFFECTS | 2014-2016 | HOLLYWOOD, CA

2 Year Digital Production Program

Related coursework: Character Animation, Creature Animation, Rigging 1-2, Hard Surface Modeling 1-2

Skills & Abilities

ANIMATION

- Character Animation for photoreal and stylized humans
- Creature Animation for quadrupeds, winged, and fantasy creatures
- Previz Animation for sequences and layout for character, creature, and vehicles

GENERALIST KNOWLEDGE

- Experienced in filmmaking, film production, directing, cinematography, editing, and screenwriting
- Basic Rigging skills for quadrupeds, winged creatures, mechanical devices, robots
- Hard surface modeling and texturing for virtual reality, environments and props
- 3D Lighting for RenderMan, Vray, and mentalray
- Compositing in Nuke and After Effects

PROGRAMS

Proficient in Maya, Nuke, Substance, Mari, Photoshop, Premiere Pro, After Effects, and other proprietary software

Experience in MEL and Python

Experience with RenderMan, mentalray, and Vray

Experience with Windows, Mac, and Linux

Experience

RHYTHM AND HUES

NOV 2016 - CURRENT

ANIMATOR AND COMPOSITOR

Responsible for Creature Animation for quadrupeds and fantasy creatures on multiple network and cable shows such as Game of Thrones, The Walking Dead, Fear the Walking Dead, The Mist, and Midnight Texas

Compositor for Black Sails

S4 STUDIOS

OCT 2016 - NOV 2016

ANIMATOR AND MOTION GRAPHICS EDITOR

Responsible for Principle Character Animation on car advertisements
Motion Graphics for UI in new test car advertisement

MATTERVR

NOV 2016 - OCT 2016

INTERN FOR VR PROJECT

Responsible for Principle Character Animation
Responsible for Rigging Principle Character
Participated in Environment Modeling, Props, Texturing, and other Generalist tasks

GNOMON SCHOOL OF VISUAL EFFECTS

JAN 2015 - OCT 2016

TEACHER ASSISTANT

Monitored scheduled Labs to assist new students with programs and technical questions or issues

FREELANCE VISUAL EFFECTS

JAN 2010 - OCT 2014

FREELANCE COMPOSITOR

Compositor for multiple independent films, shorts, and advertisements
Responsible for creating Motion Graphics for advertising

Honorable Mentions**'GRAND PRIZE BEST OF TERM'**

Winner for the short film 'The Model' at Gnomon School of Visual Effects, a student collaboration project. Responsible for Directing and Animating.

THREE TIME 'BEST OF TERM' WINNER

Animating multiple class assignments at Gnomon School of Visual Effects