

TOM QUACH

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EMPLOYMENT

DEVIATION GAMES, Culver City, California

Principal Artist

July 2020 - Present

MAGIC LEAP, Culver City, California

Lead Texture Painter

March 2015 - April 2020

METHOD STUDIOS, Santa Monica, California

Texture Painter, Matte Painter

September 2013 - February 2015

SONY PICTURES IMAGEWORKS, Culver City, California

Texture Painter, Look Development

January 2006 – September 2013

C.O.R.E FEATURE ANIMATION, Toronto, Canada

Lead Texture Painter for Environments, Vehicles and Props

August 2003 - December 2005

SONY IMAGEWORKS, Culver City, California

Modeler, Texture Painter

January 2003 - August 2003

CENTROPOLIS, Culver City, California

Modeler, Texture Painter

October 2002 – January 2003

METEOR STUDIOS, Montreal, Canada

Texture Painter

July 2002 - October 2002

INSANE LOGICS, Montreal, Canada

Art Director, Concept Artist, 3D Artist

August 2000 - July 2002

ICESTORM Digital, Montreal, Canada

Rotoscoping Artist, 3D Artist

December 1998 – August 2000

PROJECT Mica (Magic Leap)

FILM CREDITS

Ant-Man (2015)
Jupiter Ascending (2015)
Divergent (2014)
Edge of Tomorrow (2014)
Cloudy with a Chance of Meatballs 2 (2013)
Oz the Great and Powerful (2013)
The Amazing Spider-Man (2012)
Men in Black 3 (2012)
Hotel Transylvania (2012)
Arthur Christmas (2011)
Alice in Wonderland (2010)
2012 (2009)
Watchmen (2009)
Speed Racer (2008)
Beowulf (2007)
The Wild (2006)
The Matrix Revolutions (2003)
The Matrix Reloaded (2003)

TELEVISION CREDITS

Expedition: Bismarck (2002)
When Dinosaurs Roamed America (2001)
Inside the Space Station (2000)
The Secret Adventures of Jules Verne (2000)

SOFTWARE

3DPAINT: MARI, SUBSTANCE PAINTER, BODYPAINT

3D: MAYA, ZBRUSH, FUSION360, CINEMA4D, SKETCHUP, UNREAL ENGINE

2D: PHOTOSHOP, ILLUSTRATOR, DREAMWEAVER

RENDERER: VRAY, ARNORLD

COMP: NUKE, AFTER EFFECTS

PERSONAL QUALITIES

Fast and efficient, good sense of observation, eye for detail, creative, methodical, Open to criticism

EDUCATION

NATIONAL ANIMATION AND DESIGN CENTER (1998), Montreal, Canada