

## **TOM QUACH**

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### **EMPLOYMENT**

#### **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

#### **ENZIME, Montreal, Canada**

3D Artist

August 1998 - December 1998

## **PROJECT Mica (current)**

### **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, BODYPAIN

**3D:** MAYA, ZBRUSH, FUSION360, CINEMA4D, SKETCHUP, UNREAL ENGINE, MARVELOUS DESIGNER

**2D:** PHOTOSHOP, ILLUSTRATOR, DREAMWEAVER

**RENDERER:** VRAY, ARNOLD

**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