JOSHUA QUIAMBAO

3D ARTIST

CONTACT

778-227-6167

JQuiambao@jqdigital.ca

www.JQDigital.ca

705 - 4650 Brentwood Blvd Burnaby, BC
V5C-0M3

SKILLS

Software

Autodesk Maya, Nuke, Houdini, Unreal
Engine, Motion Builder, 3D Equalizer,
Softimage, Shotgun, 3DS Max, Mudbox,
Pixologic Zbrush, Adobe Photoshop,
Premiere and After Effects, The Foundry
Mari.

EDUCATION

3D Mentorship Program

Think Tank Training Centre

Mar 2012 to Sept 2013

Specialized in photo-real Character
modeling and texturing.

Certificate of Digital Animation

BCIT

2009 to 2010

Specialized in photo-real Character
modeling and texturing.

Certificate of 3D Animation & Visual Effects

Vancouver Film School

2007

Specialized in photo-real Character
modeling and texturing.

PROFILE

Joshua Quiambao is a 3D artist with a well-rounded background in Layout, Pre-Vis,
Matchmove, Modeling and Texturing. Currently looking to step up his career and
skill set, Josh is looking to transition his career to the next level. Website includes
Industry work from past projects and modeling demo reel using Maya, Zbrush, Mari
and Nuke.

WORK EXPERIENCE

Layout Artist

Bardel Entertainment , Vancouver, BC   May 2024 to Sept 2024

- Diary of a Wimpy Kid 4.
- Previs Animation, CG Camera Cinematography, Rough Layout, Final Layout.

Senior Layout Artist

FuseFx, Vancouver, BC   July 2022 to Aug 2023

- Extraction 2, Orphan Black Echoes, Shantaram, The Continental, Fall of the
  House of Usher, Monarch: Legacy of Monsters.
- Setdressing Set Extensions & Full CG Layouts, Creating Layout Proxys, Post Vis
  Camera, Animation Blocking, Shot Tasking, Pre-Vis Cam & Anim Blocking,
  Matchmove and Roto animation ingest.

Senior Layout Artist

DNEG, Vancouver, BC   May 2021 to July 2022

- Uncharted, Slumberland, Shazam 2
- Setdressing Set Extensions & Full CG Layouts, Post Vis Camera, Animation
  Blocking, Applying Shot Retimes, Shot Tasking, Pre-Vis Shot Blocking,
  Matchmove and Roto animation ingest.

Final Layout Artist

Cinesite, Vancouver, BC   Nov 2020 to Apr 2021

- The Adam's Family 2.
- Shot QC and Shot Maintenance, Basic Cam and Anim Block, Applying Shot
  retimes.

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LAYOUT ARTIST

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QUALITIES

Ability to follow and maintain design, Adaptable to change and challenge, Organized in naming conventions and file directories, team-oriented and has a keen eye for detail. Amiable to constructive criticism; Strong ability to communicate. Strong sense of self-direction, Always studying and learning; Efficient without compromising quality

WORK EXPERIENCE

Layout & Matchmove Artist

Rodeo FX, Montreal, QC   Dec 2018 to Sep 2020

- MIB International, Stranger Things S3, The Aeronauts, Zombieland Double Tap, IT Chapter 2, Bloodshot, Jumanji The Next Level, Raising Dion S1, Lovecraft Country.
- Camera & Body Matchmove, Post Vis Camera, Animation Blocking, Applying Shot Retimes, Matchmove and Roto animation ingest.

Lead Layout Artist

Moving Picture Company, Montreal, QC   Aug 2017 to Dec 2018

- Dumbo, Underwater, Justice League, Disney's The Nutcracker And The Four Realms, The Predator, The Greatest Showman.
- Set Extensions, Setdressing, Post Vis Camera, Animation Blocking, Applying Shot Retimes, Mentoring Junior Artists, Shot Tasking, Pre-Vis Shot Blocking, Matchmove and Roto animation ingest.

Layout Artist

Method Studios, Vancouver, BC   Nov 2015 to Jun 2017

- King Arthur, Fantastic Beasts, Guardians of the Galaxy 2, Okja, Spider-Man Homecoming, Justice League.
- Set Extensions, Setdressing, Creating Layout Proxys, Shotcam Animation Blocking for full CG shots, Post Vis Camera, Applying Shotcam Retimes, Some Modeling and Texturing.

CG Modeler

Atomic Cartoons, Vancouver, BC   Jan 2014 to Nov 2015

- Little Charmers, Beat Bugs.
- Modeling, Texturing/Shading, UV Mapping.

Junior Generalist

Scanline VFX, Vancouver, BC   Sept 2013 to Dec 2013

- Pompeii, Captain America 2 The Winter Soldier, Godzilla, Divergent.
- Modeling, Texturing/Shading, Look Dev, Layout, UV Mapping.