

Curriculum Vitae

Guy Buckley

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Education & Training

2008 Maya VFX Course
2007 Zbrush Course
2006 Camera Tracking (pilot course)
2005 Maya Comprehensive Course
2004 BSC (Hons) Product Design And Development 2:1

Escape Studios
Escape Studios
Escape Studios
Escape Studios
Salford Uni

Description

I have been a Maya Generalist since the end of 2004 with experience in 3D and FX for movies, adverts and documentaries. Though I have loved living in London for over 5 years I am now currently living in Greater Manchester .With contacts and friends everywhere I'm very happy to work both North and South of the country.

I also have my own work-station and up to date software, listed below, (except for Boujou) so can work remotely if needs be.

Software I Use

Maya, Mud Box, Photoshop, After Effects ,UV Layout, HDR shop, SynthEyes, RealFlow PF Matchit , Shake. Also familiar with Nuke.

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CG Work Related Projects

2012 July - Saddington Baynes

Maya generalist - Texturing , Lighting and Rendering CG cars for photo realistic imagery

2012 May - Mainframe Ltd (Manchester)

Maya Generalist/Modeler - modeling of actors body for shatter effect for Snog Marry Avoid Advert for BBC3

2011 May - Bonshonet Ltd / Snooper Ltd.

Maya Generalist / Basic After Effects Compositing - Video Web videos for GPS products

2010 June - Mainframe Ltd (Manchester)

modeling of Nintendo 3DS for cinema advert.

2010 September - Sliced bread animations

Maya Generalist - Medical based Animation Video.

2010 August to Sept - Partizan

Lighting and Rendering / Maya Generalist - Carphone Warehouse TV Advert

2010 June to July - MIE (moving image exchange)

Maya Generalist - Faithless Music Video.

2010 May to June - Drive CGI

Maya Generalist - Ford prototype Car Video Demonstration.

2010 March - Mainframe (London)

Maya Generalist - Sure Deodorant World Cup TV Advert

2010 February to March - Absolute Post

Maya Generalist / Modeler - Scholls Orthaheel TV advert & Weedol B Movie TV Advert

2009 September to 2010 March - Red Vision

TD for VFX - 'Stephen Hawkin' Project

2009 July to Sept - Red Vision

TD for VFX - Nationa Geographic - 'Collide' Project

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2009 June - Red Vision

TD for VFX - 'Ghost Machine' Movie

2008 October - Seymour & Powell

Conversion of Engineering model to poly version, plus general modeling tasks

2008 August - Seymour & Powell

modelling of Super Yacht for product placement environment

2008 April - May - Seymour & Powell

modelling and Alias nurbs conversion to Poly (confidential project)

2008 March - Seymour & Powell

modelling and Alias nurbs conversion to Poly (confidential project)

2007 August to March 2008 - This little Fish Ltd

permanent employment at This little Fish Ltd.
(numerous projects including Nike mercurial, Barcleys etc)

2007 June to July - This little Fish Ltd

Car Modelling and refinement work - Nissan Micra (senior modeler)

2007 May - This little Fish Ltd

Modelling of kitchen items , for a Felix Advert. Th1ng

2007 April - This little Fish Ltd

Nissan X-Trail advert, modeling and refinement of vehicle geometry

2007 March - This little Fish Ltd

modeling of Saint Gobain 3D house

2007 Jan - This little Fish Ltd

Modeling of architectural Kitchen (Cosetino)

2006 December - This little Fish Ltd

Modeling work on Poly Stadium

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2006 May to June - This little Fish Ltd

nurbs modelling of Tree for Nike/Man United Tree

2005 October to November - Escape Studios

Modeling and UV layout work for creation of Game assets, for Battlefield 2, XBOX 360 .
Modeled various rifles and Transport vehicles.

2005 April to June - Escape Studios

Modeling and Texturing work for creation of Game assets, namely NY city buildings for
"Tycoon City New York" (work was sub contracted out by Deep Red & Atari)