

Paul Hargrave

CG Artist

Contact Information

cell 310.383.9183 paul@255zerozero.com www.255zerozero.com

Work Experience

Sony Pictures Imageworks [January 2011 – April 2011]

Lighting TD & Compositor on *Green Lantern*

Blind [June 2010 – November 2010]

Freelance Artist responsible for Animation, Modeling, Texturing, Rigging, Lighting & Compositing on commercials for Genuity and Cox Communications

South Park [Fall 2005 – Spring 2010]

Technical Director & Character Modeling & Articulation Lead

Blind [July 2006]

Freelance PreVis Artist

Blind [February 2006]

Freelance PreVis Modeler & Layout Artist for MLB All-Star Promo 06

Espresso Fitness [Spring & Summer 2005]

Freelance Environment Modeler & Texture Artist

Electronic Arts: Tiburon [2003 – 2004]

Character Modeler for NCAA Football 2005 and NFL Street 2

Education

Ringling School of Art and Design [1999 – 2003]

Bachelor of Fine Arts Degree in Computer Animation

Skills

Design, Animation, Modeling, Texturing, Rigging, Lighting & Compositing

Software

Maya, Nuke, Shake, Katana, After Effects, Motion, Photoshop, Illustrator

Awards & Honors

South Park “Margaritaville” Contributor to the Emmy Award-Winning Outstanding Animated Program (Less Than One Hour) [2008 - 2009]

South Park “Imaginationland” Contributor to the Emmy Award-Winning Outstanding Animated Program (One Hour or More) [2007 – 2008]

South Park “Make Love, Not Warcraft” Contributor to the Emmy Award-Winning Outstanding Animated Program (Less Than One Hour) [2006 – 2007]

SIGGRAPH 2003 Electronic Theatre for *Eat Your Peas*

Rhythm & Hues 2003 Computer Graphics Scholarship: Honorable Mention in Lighting for *Eat Your Peas*