

HEATHER CONRAD

CG Generalist

heatherconrad.0@gmail.com

www.heatherconradvfx.com

778.321.0480

U.S. & Canadian Citizen

Skills

Lighting	Maya	Premiere Pro	Speedtree	Mental Ray	Windows
Lookdev	Nuke	Photoshop	Topogun	RenderMan	Linux
Texturing	Mari	Illustrator	Katana	VRay	Mac OSX
Compositing	Zbrush	UVLayout	Shotgun/grid	Arnold	
Modeling	After Effects	Substance Painter			
Illustration					

Education

Savannah College of Art and Design Savannah, GA

Sept. 2012 - May 2015

BFA in Visual Effects, Cum Laude

Dean's List — Fall 2012, Spring 2013, Fall 2013

The Art Institute of Washington Arlington, VA

Oct. 2009 - Dec. 2011

Visual Effects and Motion Graphics

VFX Experience

Pixomondo — Vancouver, BC | June 2024 - Dec. 2024

2025 Ballerina — lookdev/texture/model environment & assets

2025 Goosebumps S2 — lookdev/texture/model assets

2025 Final Destination: Bloodlines — lookdev/texture/model assets

Method Studios/Framestore — Vancouver, BC | Feb. 2022 - Feb. 2024

2025 Snow White — lookdev/texture/model character & assets

2024 Deadpool & Wolverine — lookdev character

2023 Monarch: Legacy of Monsters S1 — lookdev environment & assets

2022 Heart of Stone — lookdev vehicle

2022 Thor: Love and Thunder — lookdev/texture environment & assets

2022 Ms. Marvel S1 — lookdev environment, vehicle, & assets

Crafty Apes VFX — Vancouver, BC | Dec. 2020 - Aug. 2021

2022 Raised by Wolves S2 — lighting/lookdev/texture/model assets

2022 God's Favorite Idiot S1 — lighting/lookdev/texture/model assets

2022 Peacemaker S1 — lighting/lookdev/texture/model assets

2022 Shotgun Wedding — lighting/lookdev/texture/model assets

2021 Mother/Android — lighting/lookdev/texture/model/animation assets, character, & vehicle

Method Studios — Vancouver, BC | Oct. 2017 - March 2018, Dec. 2018 - May 2020, Aug. - Sept. 2020

2021 Thunder Force — lookdev environment & assets

2021 The Many Saints of Newark — model vehicle

2020 Commercial — lookdev/texture/lighting environment & assets

2020 The Witches — lookdev/model/texture environment & assets

2020 A Babysitter's Guide to Monster Hunting — lookdev/model/texture... environment & assets

2020 X-Men: The New Mutants — model/texture environment & assets

heatherconrad.0@gmail.com
www.heatherconradvfx.com
778.321.0480
U.S. & Canadian Citizen

Method Studios (continued)

2020 Snowpiercer S1 — model/texture environment & assets
2019 Ford v. Ferrari — model/texture environment
2019 The Kitchen — model/texture environment & assets
2018 Ant-Man and the Wasp — model/layout environment & assets

Zoic Studios — Vancouver, BC | March 2018 - April 201

Once Upon a Time (ABC TV Series, Season 7) Episodes 19, 20, 21
3D Generalist -Lighting, lookdev, modeling & texturing of environment & assets

Hydraulx — Vancouver, BC | Feb. 2016 - Sept. 2017

2018 Rampage — modeling environment & assets
2017 Stranger Things II — lighting/lookdev character, environment, & assets
2017 Beyond Skyline — lighting/modeling character, environment, & assets
2017 Death Note — lighting/lookdev/modeling environment & assets
2017 Baywatch — lighting/lookdev/texture environment & assets
2016 League of Gods — texture environment & assets
2016 The Conjuring 2 — modeling vehicle
2016 Private Medical Project — texture assets

Other Artistic Experience

Stage Front Production Services Savannah, GA | Feb. 2014 - 2016
Production Crew/Video Editor

Utrecht/Blick Art Supplies Washington, DC/Savannah, GA | July 2011 – Feb. 2014
Sales Lead/ Assistant Manager

University of Iowa Theater Department Iowa City, Iowa | Jan. 2009 – Sept. 2009
Electrician/Light Board Operator

Volunteer Work

Washington Community Theater Washington, Iowa | Sept. 2002 – 2015, May - June 2023