

# HEATHER CONRAD

CG Generalist

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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, April - May 2025

2025 Alien: Earth S1 — lookdev/texture/model ..... creature & assets

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, creature & 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

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### 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

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**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

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