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 OS | |
| Compositing | Zbrush | UVLayout | Shotgun/grid | Arnold | | |
| Modeling | After Effects | Substance Painte | r | | | |
| Illustration | | | | | | |
| Education | | | | | | |
| Savannah Colle | ge of Art and Desi | gn Savannah, GA | The Art Institute of Washington Arlington, V. | | | |
| Sept. 2012 - May 2015 | | | Oct. 2009 - Dec. 2011 | | | |
| BFA in Visual Effects, Cum Laude | | | Visual Effects and I | Motion Graphics | | |
| Dean's List — Fall | 2012, Spring 2013, I | Fall 2013 | | _ | | |
| VFX Experience. | | | | | | |
| Pixomondo – V | Vancouver, BC Jun | e 2024 - Dec. 2024, | April - May 2025 | | | |
| 2025 Alien: Earth | Sl — lookdev/textur | e/model | creat | ure & assets | | |
| 2025 Ballerina — | lookdev/texture/mod | lel | environment & assets | | | |
| 2025 Goosebump | s S2 — lookdev/textu | re/model | asset | s | | |
| 2025 Goosebumps S2 — lookdev/texture/model | | | | | | |
| 2025 Final Destin | ation: Bloodlines — | lookdev/texture/mod | del asset | s | | |
| | | | | s | | |
| | ation: Bloodlines — /Framestore — Var | | | S | | |
| Method Studios | s/Framestore — Va | ncouver, BC Feb. 2 | | | ets | |
| Method Studios 2025 Snow White 2024 Deadpool & | s/ Framestore — Var — lookdev/texture/m Wolverine — lookdev | ncouver, BC Feb. 2 | 2022 - Feb. 2024 char char | acter, creature & ass acter | ets | |
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Method Studios (continued)

| 2020 Snowpiercer Sl — model/texture | environment & | assets |
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| 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