

Ethan Ayer

curriculum vitae

Employment

Mirada Studios, Jan 2015 - Present
3D Matte Paintings and Nuke Projection for undisclosed project

Digital Matte Painter
Ready at Dawn Studios, Oct 2012 - Jan 2015
Responsible for creating and managing vista environments for next-gen video game "The Order: 1886"

- Modeled and textured low-poly assets optimized for low level of detail
- Created custom shaders optimized for vistas
- Painted and set up HDRI skydomes
- Animated and scripted vista assets
- Set up compositions for vista environments
- Worked collaboratively with lighting, environment, concept, and scripting departments

Matte Painter
Stargate Studios, Jan 2015 - Jan 2015
2D Matte Painting for a commercial

Matte Painter
Hammerhead Productions, August 2012 - Sept 2012
Matte paintings for the film "42"

- Worked closely with 3D artists to paint over 3D environments and integrate them into shots

Matte Painter
The Mill, July 2012 - July 2012
Matte paintings for a trailer for NBC TV show "Revolution"

Matte Painter
Ingenuity Engine, May 2012 - June 2012
Matte painting and concept art for stereoscopic music video for Katy Perry

Matte Painter
Look Effects, April 2012 - May 2012
Matte painting for the film "Life of Pi"

- Worked on matte painting, modeled geometry for projections in Maya, set up 3D projections in Nuke to match stereoscopic plate
- Integrated matte paintings in Nuke and composited shots

Matte Painter
Christov Effects and Design, Feb 2012 - April 2012
Matte painting for the films "Gangster Squad" and "Argo"

- Modeled assets in Maya for 3D set extension

Matte Painter
Method Studios, Aug 2011
Painted several matte paintings for a VFX-heavy Kia Moresoul

Location:	Los Angeles
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Education

Gnomon School of Visual Effects, 2010 - 2011
Individual Courses in Compositing, Matte Painting, Hard Surface Texturing and Shading, Hard Surface Modeling, and Lighting and Rendering with V-Ray

Yale School of Art, 2000 - 2002
MFA in Painting/ Printmaking

Maryland Institute-College of Art 1996 - 2000
BFA in Painting,

Studio Arts Center International 1999
Study Abroad Program in Florence, Italy

Computer Skills

- Adobe Photoshop
- Maya
- Mari
- Nuke
- V-Ray
- Vue
- Xnormal
- Perforce

Awards & Honors

2nd Place for Feb 2010 CGChannel.com Competition, 2010

Michael and Nina Sundell Residency for Yaddo Art Residency, 2008

Phillip Berdan Award for Distinction in Painting, 2002

St. Ralph Roland Demuth Scholarship, 1998