

CAMERON MILLER

3D ANIMATOR



PROFILE

Cameron is a 3d Animator from Los Angeles, who fell in love with animation at Gnomon School of Visual Effects. His dream is to work on a team of like minded animators to make compelling visuals through motion to inspire and connect with those around him.

EXPERIENCE

EUROS - LEAD DIGITAL ARIST

March 2022

- Responsible for designing a Metaverse Sci-Fi Auction House involving NFTS using UNREAL ENGINE

RUNAWAYS/MARVEL/PARAMOUNT TELEVISION, - SET PRODCUTION ASSISTANT

June 2018 - August 2018

- Assisted directors, actors, and crew to production guidelines
- Coordinated extras for scenes, and led individuals around set

PIXOMONDO - VFX INTERN/PREVIS ARIST

June 2017 - August 2017

- Member of the pre-vis team and learned pipeline process of each department
- Created assets using Autodesk Maya, and Pixologic Zbrush

STAR TREK, DISCOVERY/PARAMOUNT - VFX INTERN

June 2017 - August 2017

- Member of Star Trek VFX department and learned the pipline process for TV VFX
- Created assets for team using Autodesk Maya, Pixologic Zbrush and Nuke

SKILLS SUMMARY

3D ANIMATION

- Able to create captivating 3d stylized animation

3D MODELING/TEXTURING

- Able to create complete game ready models and environments with compelling textures

CONTACT

Encino, CA 91316

(818) 400-4622

cameronmiller
3d@gmail.com

SOFTWARE

- Unreal Engine
- Zbrush
- Maya
- Gaia
- Marmoset
- Houdini
- V-Ray
- KeyShot
- Redshift
- Substance
- Nuke

EDUCATION

Bachelor of Fine Arts
2019-2023
Gnomon School
of Visual Effects