



## PROFILE

Passionate artist seeking a position in storyboard and 2D design. Strong traditional art background coupled with experience in an industry pipeline. An eye for detail and a constant desire to grow and better myself as an artist.

## CONTACT

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# MARLON TUAZON

## ILLUSTRATOR/DESIGNER

## EXPERIENCE

2016-2018

### LIGHTER/COMPOSITOR - BARDEL ENTERTAINMENT

Responsible for delivering set amount of shots by a given deadline. prepped render layers in Maya to be later composited into a final image in Nuke. Addressed both in-house and client specific retake notes regarding shots.

2015-2016

### 3D MODELER/DESIGNER - H+ TECHNOLOGY

Created 3d assets in Maya to be displayed in the Holus (Hologram device). Doubled as a designer, creating concept art to be made into 3D models.

2015-

### FREELANCE

Storyboards, character designs, portraits, logos, etc.

## EDUCATION

2012-2014

### THE ART INSTITUTE OF VANCOUVER

Vancouver, BC

2008-2012

### WINDERMERE SECONDARY

Vancouver, BC

## SKILL SET

PHOTOSHOP



TRADITIONAL



AUTODESK MAYA



DIGITAL



NUKE



MUDBOX

