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# Steve A. Hilbert

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## Education

2006 - **Storyboard Certification** - DNA Productions

1997 - **Associate of Applied Arts** from The Art Institute of Dallas

## Computer Skills

Autodesk Max 9, XSI Advanced, Maya Unlimited 2008, Mudbox, Zbrush 3, Photoshop CS3, Roadkill Unwrap 1.14

## Employment

May 2007 - Current      Corgan MediaLab      Dallas, Texas

### **Lead Character Artist**

Character Modeler, Architectural Visualisation, UV, Texture

- Currently lead a team of 4 other artists in asset creation for commercial and architecture projects.
- Create original characters for commercial projects based on concept art.
- Prep Character Models for Rigging, as well as, morph targets that drive facial animation system.
- Developed facial animation system in Max for studios pipeline along with the animation department.
- Responsible for cultivating the younger artists talents through tutoring sessions and asset reviews.
- Assist upper management with scheduling and budgeting for upcoming projects, as well as, asset delegation based on artist's abilities.

Jan. 2007 – May 2007      Janimation      Dallas, Texas

### **Video Game Cinematic (NDA) freelance**

Character Modeler, UV, and Set Dressing

2004-2006      DNA Productions      Irving, Texas

### **The Ant Bully (Feature Film)**

Character Modeler, Set Dressing, and Finaling

- Created original characters for the film based on concept art.
- Prepped Character Models for Rigging.
- Created hundreds of morph targets that would ultimately drive the facial animation in the film.
- Worked closely with animation and rigging departments addressing any needs they might have had.
- Learned new software in days, on more than one occasion, in order to deliver professional level work for the film.
- Used Houdini to dressout sets.

2002-2004

DNA Productions

Irving, Texas

**The Adventures of Jimmy Neutron (Series)**

Nonorganic Modeler and Layout

- Created non-organic, as well as, organic models for the series.
- Often worked without designs, creating original content for the show under extremely tight deadlines.
- Was one of only three people responsible for the entire environment and set dressout department.
- Worked closely with Texture department and Layout Department addressing their needs and concerns.