

# Steve Palaia

3D Generalist / Post Production Artist

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## Objective

To work in a challenging and exciting position in the film and television industry.

## Software

Softimage XSI  
Autodesk Maya  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere Pro  
Final Cut Pro  
Adobe After Effects  
Adobe Flash  
Adobe Dreamweaver  
BouJou  
Python

## Education

Rutgers University - 2007

Bachelor of Arts Degree with a major in Computer Animation.

## References

### Scott Stewart

Executive Producer  
Speakeasy FX  
908.228.2557  
scott@speakeasyfx.com

### Andy Zazzera

VFX Supervisor  
Speakeasy FX  
908.228.2557  
andy@speakeasyfx.com

### Jan Carlée

Animation Director  
Speakeasy FX  
908.228.2557  
jan@speakeasyfx.com

## Experience

### **3D Lead, SpeakEasy FX, Westfield, NJ 2010-2011**

#### **Project - TV- Sesame Street - Abby's Flying Fairy School**

- Modeled and Surfaced hero characters which included creation and styling of fur.
- Modeled, Surfaced, and integrated clothing and outfits for existing characters.
- Modeled, Surfaced, Dressed episode sets.
- Supervised junior level Generalist.
- Master Composite tree creation using the Softimage FX tree and After Effects.
- Supervised junior level compositors.
- Supervised Render Wranglers.

#### **Project - Web Commercial - Capri Sun, Disrespectoid Campaign:**

- Modeled and surfaced hero characters.
- Modeled, Surfaced, Dressed episode sets.
- Composited FX to create final shots.

#### **Project - Commercial - Verizon, Verizon Perks Campaign:**

- Modeled and surfaced laptop.

### **3D Generalist, SpeakEasy FX, Westfield, NJ 2008-Present**

#### **Project - TV- Sesame Street - Abby's Flying Fairy School - Emmy Award Winning Season:**

- Python Scripting: Automated Render which included Updating reference models, plotted all simulations and made character specific fixes, Created and assigned objects to Materials, Passes and Partitions, Imported and placed light rigs, fixed layout errors to enhance continuity.
- Master Composite tree creation using the Softimage FX tree and After Effects.
- Supervised junior level compositors.
- Modeled and surfaced props and environments.

#### **Project - Motion Picture - An Invisible Sign:**

- Modeled and surfaced the king character featured in opening fairy tale sequence.

#### **Project - Commercial - Florida Times Union, Bursting with Life Campaign:**

- Motion tracked shots for 3d integration.
- Modeled, surfaced, rigged, and animated hero vehicle and secondary objects.

#### **Project - Commercial - Motorola, Motorola Love Campaign:**

- Previs animation of camera and phone movement.

### **Video Imaging Adjunct Professor, Camden County College, Blackwood, NJ 2008**

#### **Courses Taught:**

- Special Effects - using After Effects and Photoshop in a film and animated environment.
- Video 1 - Introduction to Final Cut, Premier and Hands-on Video Production.
- Video 2 - Advanced scripting, storyboarding, lighting, editing, green screen, roto and compositing.

### **3D Generalist, High Adventure Game Designs, Philadelphia, PA 2005-2008**

- Satisfied production needs through research and development with programming team.
- Created characters and environment in accordance to style guide and art direction.
- Created and applied textures and UV's to 3D models.
- Static Environmental model placement in 3D world.